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# CITY OF HEROES<sup>®</sup>



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NCSoft<sup>®</sup>





**PRIMA'S OFFICIAL GAME GUIDE**  
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# INTRODUCTION

## NOTE

The guide caters to both beginner and advanced **City of Heroes** players. Beginners will get the most out of Chapters 1 through 4, and everyone will benefit from the remainder (advanced players will find a great deal of value in the brand-new PVP and Base sections).

## TWO SIDES TO EVERY COIN



VS.



Welcome to half of Prima's one-two punch for NC Soft/Cryptic Studios' *City of Heroes* (the other half being, of course, *City of Villains*). Herein you'll find all the info you need to make the most of your *City of Heroes* experience, with tactics, strategies, and info on all things Paragon City-related up through Issue #6. Before we get started, review the glossary of terms herein and the FAQ, which details the major differences between *City of Heroes* and *City of Villains* and how they complement one another.

## THE GLOSSARY

There are a myriad of terms used throughout this guide that you may be unfamiliar with: We define terms you'll encounter throughout the guide and terms you may come across online:

**Aggro:** This is the concept of enemies tracking a particular player and "locking on" to him or her. Having or holding Aggro can be good or bad depending on how resilient you are, and can be very bad if you're not strong enough to handle the foes in question.

**AoE:** Shorthand for "area of effect." This is the area that a power will cover from its point of impact.

**Archetype:** One of the five (at start) primary "classes" that you can play in *City of Heroes*.

**Build:** The type of character you create within certain parameters. Please see Chapter 3 for sample builds for each of the primary Archetypes.

**Buff:** Any power that enhances the powers and abilities of a Hero's allies.

**Combos:** A set of powers that work well with one another, performed in rapid succession.

**Crowd Control:** Blanket term for how a player or team handles groups of enemies and keeps them under control.

**DD:** Shorthand for "direct damage." This is any type of damage that expends its full force in one attack as opposed to DoT (damage over time).

**Debuff:** Any power that reduces the effectiveness of an enemy's powers or abilities.

**DoT:** Shorthand for "damage over time." This refers to any power that inflicts damage over a





set amount of time as opposed to DD (direct damage), where all damage is delivered in one instant.

**DPS:** Shorthand for “damage per second.” This is the essential unit of measure for exactly how much damage your alter ego is capable of delivering over the course of one second; the higher the better (note: this value is generally hidden and not readily accessible by the player).

**Grinding:** Earning XP (experience) by killing mobs over and over.

**Herding:** Corraling a large number of mobs together and then taking them all out at once.

**Interrupt:** Any power that prevents an enemy from executing his attack.

**Kite:** Luring a foe across the field of battle, slowly killing it as you move *away*. The basic idea is that this keeps you out of range of a foe's attacks while slowly whittling it down to nothing.

**Knockback:** An effect of many powers that will send a foe a predetermined distance away from the point of impact, thereby Interrupting his attack and slowing him down.

**Knockdown:** An effect of many powers that knocks an enemy on his back, thereby Interrupting his attack and slowing him down.

**LFG or LFT:** Shorthand for “looking for group” or “looking for team.” Use this in the chat window to signify that you're looking for someone to play with. Example: “SuperMouse: LvL 40 Tanker LFG.”

**LFM:** Shorthand for “looking for member.” Use this in the chat window when you're looking for a particular type of player, whether it be an Archetype, specific level, or both.

**LoS:** Shorthand for “line of sight.” This refers to powers that require an unobstructed view of an enemy or ally to work.

**LvL:** Level.

**Mez:** Mesmerize. This refers to any power that immobilizes, fears, holds, or sleeps, and holds it in place. Controllers are the primary class for “mezzing.”

**Mob:** Shorthand for any NPC foe or foes in the game.

**Newb:** Shorthand for “newbie.” Refers to anybody who is new to the game. Can also be a term of derision (even at high levels).

**NPC:** Shorthand for non-player character. Any entity in the game that is not controlled by a human (a PC) is an NPC.

**PBAoE:** Shorthand for “point blank area of effect.” Denotes that the area of effect originates at the power's user.

**Pulling:** One of the most basic MMO strategies.

The act of drawing a mob(s) toward the player or team.

**PVE:** Shorthand for “player vs. environment.” Refers to any combat where the player is fighting an NPC.

**PVP:** Shorthand for “player vs. player.” Refers to any combat where the player is fighting another player.

**Res or Rez:** Shorthand for “resurrection.” When a player or NPC is resurrected by another player or after they've been revived in a hospital.

**Security Level:** A *City of Heroes*-specific term; refers to the (hidden) number that determines your ability to access certain contacts and zones (please see Chapter 2 for more information).

**Solo:** Playing alone (i.e., without a team).

**Spam:** To repeatedly use the same attack over and over.

**Stacking:** Any power or powers that, when used in rapid succession, have a beneficial effect on one another. In *City of Heroes* it also refers to combining enhancements (see Chapter 2).

**Tank:** Any character that manages aggro or is designed to take a lot of abuse. In *City of Heroes* that role generally falls to Tankers.

**Zone:** One of the myriad of areas that *City of Heroes* takes place in. Paragon City, for example, is made up of zones such as Atlas Park and Skyway City.

**XP:** Experience (or EXP). This is the unit of measure that helps you reach the next Security Level. XP is earned by defeating mobs and completing missions.







## CITY OF VILLAINS FAQ

Since you've plunged into *City of Heroes*, we've included an FAQ answering any and all questions you might have about its counterpart, *City of Villains*. Be sure to check out *Prima's Official Game Guide* for *City of Villains* as well!

**Q:** What is *City of Villains*?

**A:** *City of Villains*<sup>™</sup> is the standalone sequel to the critically acclaimed MMORPG *City of Heroes*<sup>®</sup>. Using a staggering assortment of new powers, abilities, and customization options, players will experience sinister gameplay from the other side of the mask. With diabolical craft and guile, players forge new superpowered villain characters in an attempt to dominate the world. Heroes and authorities of Paragon City will do all in their power to thwart these evil plans of destruction. It will take a supreme effort for true domination.

**Q:** What are some of the key features in *City of Villains*?

**A:** Some key features include:

**Become an infamous Villain:** Players can advance from low-level thugs to legendary arch-criminals.

**Design and build infinitely customizable fortresses of evil:** Players repel intruders with vicious weaponry and diabolical defenses.

**Heroes and Villains collide:** Now players can choose to take on the most challenging rivals of all time—each other!

**Features a huge variety of Villain missions:** Heists, kidnappings, infiltrations, and more!

**Incredible Villain variety:** New Archetypes, powers, Villain costumes, and the deadly new Villain group Arachnos!

**Q:** When will the game be released?

**A:** The game is available now!

**Q:** If I already have *City of Heroes* or want to reactivate my *City of Heroes* account, will I still get the first month free when I purchase *City of Villains*?

**A:** Yes, you will still get your first month free when you purchase *City of Villains*.





**Q:** What is included in the collector's DVD edition?

**A:** You will get:

- A DVD version of *City of Villains*
- Collector's exclusive in-game items—the Arachnos logo for characters' capes and chests
- Seven limited-edition HeroClix figures
- Art collection book from both sides of the law
- A preview deck of the *City of Heroes* collectible card game from Alderac Entertainment Group
- One exclusive *City of Heroes* collector card from Alderac Entertainment Group
- Two-sided poster featuring Villains vs. Heroes battle scene and Rogue Isles ancient map
- First month of play included
- Game trials and other offers

**Q:** Will there be *City of Villains* game time cards?

**A:** Yes, *City of Villains* game time cards will be available at your local retailer when the game is released. *City of Heroes* game time cards will also work for *City of Villains*.

**Q:** What will I have access to with each game?

**A:** In each game, you'll have access to:

## COH AND COV FEATURE AVAILABILITY

FEATURE	COH ALONE	COV ALONE	TOGETHER
PVP Zones	X	X	X
Bases and Salvage	—	X	X
New Costume Options	—	X	X
New Villain Archetypes	—	X	X
All Villain PVE Content	—	X	X

**Q:** Will *City of Heroes* and *City of Villains* share the same servers?

**A:** Yes, *City of Heroes* and *City of Villains* will share the same universe and, therefore, they must coexist on the same servers. Many of the existing (and yet-to-be-released) features and zones within *City of Heroes* and *City of Villains* require that Heroes and Villains be able to interact fully.

**Q:** For customers who have purchased both *City of Heroes* and *City of Villains*, how will they manage their Hero and Villain characters?

**A:** There will be a few distinct changes. Players will manage their Heroes and Villains from the same menu interface. The Villain and Hero menu themes will alternate based on the player's most recent

selection. For example, if you have selected a Villain, the interface will reflect *City of Villains*.

**Q:** How many character slots will *City of Villains* have?

**Q:** Whereas people with only *City of Heroes* or *City of Villains* will have the normal eight character slots per server, those with both games will use a new interface with 12 character slots. Those twelve slots will accommodate both Heroes and Villains (if they want, players can fill all 12 with Heroes or with Villains).

**Q:** Can existing *City of Heroes* users purchase *City of Villains* just for the additional four character slots per server?

**A:** Yes, if they really want to. But *City of Villains* has far more value than extra character slots, including the ability to carry base building over to *City of Heroes*, base raids, and some very cool upcoming features.

**Q:** Will I have to purchase *City of Villains* to have access to the new PvP zones?

**A:** No. *City of Heroes* players will gain access to the three new PvP zones by the start of the *City of Villains* weekend head start (the weekend head start comes when you purchase the preorder box).

**Q:** Will you continue to provide updates for both games?

**A:** Absolutely. Both games will continue to receive issue updates.

**Q:** Is this just an expansion to *City of Heroes*?

**A:** *City of Villains* is a stand-alone title, not an expansion. It may be played without *City of Heroes*, but there are clear advantages to owning and playing both. If a player has only *City of Villains*, he/she may play only a Villain, not a Hero. Also, if players want to build a base for their Hero characters, they will need to get *City of Villains*.

**Q:** So you're saying that there will be lairs and bases?

**A:** Yes, in *City of Villains* all Villain characters can create custom-designed lairs and bases with an extremely high amount of detail, rivaling that of the character creation for which *City of Heroes* is well known. The base-building feature from *City of Villains* will also carry over to *City of Heroes* members who have active subscriptions, enabling them to construct Hero bases as well.

**Q:** What are some of the cool new items I can have in my lair or base?

**A:** Players can create their bases from the ground up. They can place walls, raise and lower ceilings and





floors, build hospital rooms, transporters, and more. Textures, colors, and lighting can all be customized, and players can use tons of decorative items in their bases as well. Players can protect their creations by placing turrets, traps, and other defense mechanisms. All of these result in nearly limitless options.

**Q:** Will we be able to raid other Supergroup's bases?

**A:** Yes, it is possible to raid someone else's base! Base raids are entirely consensual as you battle it out with other Supergroups for Items of Power.

**Q:** Other than base raids, what kind of player-vs.-player action will there be?

**A:** In addition to base raids, players can also enter PvP zones, each with a different goal and each with different types of PvP gameplay.



**Q:** Does *City of Villains* require players to participate in PvP?

**A:** No. While there will be PvP-specific features and events, player-vs.-environment (PvE) content will be abundantly available. Both games will have PvP and PvE elements. Players will never be required to play in PvP battles—they are by player permission only.

**Q:** What types of Villains can I create?

**A:** There are five cool new Archetypes in *City of Villains*: Dominator, Corrupter, Brute, Stalker, and Mastermind.

**Q:** Can Villains have minions?

**A:** Yes! The Mastermind Archetype will enable players to have minions, or "henchmen," as they will be called in *City of Villains*.

**Q:** Will there be Villain badges?

**A:** Of course!

**Q:** The Character Creator in *City of Heroes* is amazing. What unique aspects of the Character Creator tool can we look forward to seeing in *City of Villains*?

**A:** The Character Creator in *City of Villains* will offer many new customizable costume options. Players can create characters using monstrous features such as horns, hooves, new Villain capes, and much more. Plus, the new bump map graphics technology will make metallic and other costume components react dynamically with lighting in the environments.

**Q:** Will there be Task Forces and Trials in *City of Villains*?

**A:** Yes, indeed! Villainous Task Forces will be called "Strike Forces." There will be Strike Force missions spread out among the middle-to-high levels of *City of Villains*. There will also be Trials; some examples of rewards will be Items of Power, respects, and badges.

**Q:** Will the *City of Heroes* comic book be available to all *City of Heroes* and *City of Villains* players?

**A:** Yes, the comic book will continue to be available to players of both games. To ensure delivery to everyone, including our international customers, the primary method of distribution for the *City of Heroes* comic book will soon be digital. Starting with Issue 7, we will post a digital copy of the comic book for all *City of Heroes* and *City of Villains* players to view and/or save.





**Q:** What are the necessary system specs be for *City of Villains*?

**A:** The currently estimated system specs are below. We will continue to test the game and adjust these as necessary.

#### MINIMUM SYSTEM REQUIREMENTS

Microsoft® Windows® 2000/XP  
Intel® Pentium® III 800 Mhz or AMD Athlon™ 800 Mhz  
512 MB RAM  
CD-ROM Drive  
4 GB Available HDD Space  
NVIDIA® GeForce 2 Series, ATI® Radeon® 7500, or Intel® i810G Series Video Card  
16-bit Sound Card  
56k modem  
DirectX® 9.0c  
Keyboard and Mouse

#### RECOMMENDED SYSTEM REQUIREMENTS

Microsoft® Windows® 2000/XP  
Intel® Pentium® 4 2.0 GHz or AMD® Athlon™ XP 2000+  
1 GB RAM  
16X CD-ROM Drive  
4 GB Available HDD Space  
NVIDIA® GeForce™ 6200  
16-bit Sound Card  
Broadband Internet Connection  
DirectX® 9.0c  
Keyboard and Mouse







# PLAYING CITY OF HEROES

## NOTE

*This chapter familiarizes you with the essential information you need to play City of Heroes effectively, without bogging you down in too many details. Chapters 3 and on provide much more in-depth info. This chapter should be considered the bare minimum to learn the ins and outs of life in Paragon City.*

## THE FIVE GAMES OF COH

From Level 1 to Level 10, we're just getting our feet wet, feeling invincible, and are very effective compared to enemies our level. We can easily defeat yellow and often orange foes, and attacking a red enemy does not seem like complete insanity.

Levels 11—19 are a wake up call, where all of a sudden the villains are hitting a lot more often, are starting to use real powers, and 1:1 effectiveness drops quite quickly. If we haven't grouped yet, here is where we start teaming up for survival's sake.

Levels 20—29 are the power game—this is when we truly become Heroes and we're fighting actual villains who use powers and bosses who seem unstoppable (boss damage starts to rise to the mid-three-figure range). Things are really rough at this level.

Levels 30—36 are the high-level game, where we're fighting major factions like Crey and the Rikti and taking down real monsters. Soloing at this level is still difficult, but as Heroes start to approach their full potential, it starts to get more manageable.

Levels 37—50 are for the trial levels, where your Task Forces have moved beyond missions and are fighting major, citywide threats in the trial zones, like the Hive and the lower sewers. Your Hero is approaching his or her full potential, and you get to really play a champion.

## NOTE

*In addition to these PvE breakdowns, **City of Heroes** also incorporates a form of PvP centering around Arena combat and, as of Issue 6, hosts Hero vs. Villain combat for those that play both **City of Heroes** and **City of Villains**. Please see the PvP chapter for more info).*

## LEARNING THE ROPES

To engage in successful combat in *City of Heroes*, there are several steps you must go through when encountering enemy mobs.

The following info covers merely the most basic steps to successful battles in *City of Heroes*. In chapters 3, 4, 7 and 8 you'll learn more in-depth info on handling each Archetype, how these roles apply in groups, and how they apply to PvP and base raid settings.

## CONSIDERING

While this is detailed in the manual it bears repeating here because a solid grasp of this concept is key to keeping your alter ego alive and breathing:

### GRAY

These opponents are significantly less powerful than you. You will be able to utterly destroy these mobs in solo combat.

### GREEN

Substantially less powerful than you. Compared to gray, these are only *slightly* more powerful. You should be able to, again, take them out easily.

### BLUE

Less powerful than you. This is where things get interesting. While groups of these won't prove much of a threat to Scrappers and Tankers, they can, in sizable numbers, be deadly to the other Archetypes.

### WHITE

Power level is about even to yours. As with blue enemies, you'll find that the more melee combat-oriented Archetypes can easily take several of these at once. Exercise caution if you're one of the other Archetypes, depending on your build type.

### YELLOW

A bit higher than your combat level. Here things start to get challenging. You should be able to solo these with care if you are melee combat-oriented. If you are not a Scrapper or Tanker, be very careful. Careful sniping and pulling strategies might be necessary. Groups of these can be dangerous to any Archetype.





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### ORANGE

Substantially more powerful. These are only for those who know exactly what they're doing, have sufficient Inspirations, or have an escape route planned. While experienced players can take these, with care, novices should steer clear. It is almost never a good idea to try to take on groups of orange-level mobs.

### RED

Significantly more powerful. Even the best of players, one-on-one, will have issues with red-conned mobs. Generally speaking, you do not want to tangle with these, ever.

### PURPLE

Far ahead of your combat level. While there are rumors that super-skilled players can take purple-conning mobs, the upshot is that they are not worth the time or risk of dying to kill (since you can kill several orange or yellow mobs in the same time span). Purple mobs, in fact, are even deadly to groups, so be very careful and make sure you have a Tanker or very skilled Controller along for the ride.

## PULLING

Pulling, or the art of breaking a group of foes into more manageable pieces, is a complex but necessary skill that many of the Heroes of Paragon need to learn, especially those that have any thoughts of trying a solo career. There are four ways to pull targets from a group: aggro, ranged, taunt, and teleport foe.

**Aggro pulling** is the poor-man's taunt and requires no specific powers, but it is the least reliable. To aggro pull, simply approach the group slowly, making sure that the closest enemy is facing in your direction. When the target turns to fully face you and changes posture to a combat-ready stance, perhaps spouting some text to indicate you've been spotted, stop advancing and stand still. After a few seconds, the enemy will turn aggressive and begin attacking. At this point, back away and get behind something, forcing the opponent to close on you instead of shooting at you from the group. Because you've done no damage, the aggro toward you is tentative—if you back away too fast, your target may not follow at all, so multiple attempts may be necessary.

The upside of this pulling is not having to invest any powers in it at all; any Hero can do this.

The downside is that it's extremely unreliable and stands the greatest chance of pulling more than you desire, frequently the entire group. It also requires

line of sight (LoS), and the puller must be very close to the group, so the puller needs a very steady hand and must be very patient.

**Ranged pulling** employs a ranged attack to "snipe" at one of the villains in the group to increase aggression toward you, so you can retaliate. In most cases, only the targeted mob comes, and the key here is to quickly duck behind something to force the mob to close instead of fighting from range.

The upside is it uses powers most ranged Heroes have, without requiring a dedicated pool.

The downside is that it requires LoS, though at a much longer range than aggro pulling. Also, only certain attacks can be used for this, because a ranged attack that has an AoE (area of effect) or does a lot of damage runs the chance of aggroing the entire group.

**Taunt pulling** uses the melee power of Taunt, which creates an artificial aggression that triggers the target to turn and rush you (the taunter).

The upside here is that, because the aggression is limited and artificial, it has the least chance to fail and pull the entire group.

The downsides are that it requires LoS, its range is almost as short as aggro pulling, and the aggression is only temporary—which means a ranged target might try to stay with the group and not close.

**Teleport foe** is the best form of pulling, using the power Teleport Foe to translocate the target to the place of your choosing.

The upsides here are a very long range that does not require LoS, meaning your Hero does not have to duck and the target is forced to move and close to the puller. It has the same chance of aggroing the entire group as Taunt.

The downside is that it requires spending one of your pool slots on the Teleport power pool, one that may not fit into your character concept.

## GENERAL PULLING GUIDELINES

- Never attack pulled enemies until they're at least 150 percent of the aggro radius away from their group. Attacking within that radius will light the other mobs up and bring them to your target's aid.
- Once a group is poorly pulled, it will always be poorly pulled until the mobs despawn. So, if there are eight mobs and you try to pull one but get eight, if you run away, rest, and try to pull again, all eight will always come, no matter how successful the subsequent pull attempts might



have been. Your best bet, if it's an option (i.e., you're not in a mission), is to simply go find another group and let this one despawn.

- The higher the target's level is over the puller's level, the greater the chance of a failed pull and/or a cascade pull of many or all of the mobs around the target. Lieutenants and bosses get a bonus to this, and bosses can never be successfully teleported. The teleport may say it was successful, but the boss will make its way on foot to where you are waiting.
- Try to aim any knockback attacks of a pulled mob away from the group and any nearby groups. Damaged mobs have a larger aggro range and will call for help, bringing to its defense any group that it gets near while you actively attack it. This doesn't apply to runners—a runner who runs through a group will not aggro it—but if you blast a runner in the middle of a new group, that will aggro the group to the blaster.

## LEGGO MY AGGRO

New to **City of Heroes** in Issue 6 (also in **CoV**) is a new aggro cap. This means that you can no longer herd an entire zone's worth of enemies to their demise.

To test this, run around a zone and aggro as many mobs as possible. Past a certain point, some lose interest and return to their points of origin. This is done to enhance the balance of the game, as many players were taking advantage of the herding bug to easily power level their alts.

## UNEQUAL COMBAT MODIFIERS

When you fight a Villain whose level is higher or lower than yours, the power of your attacks is modified. You attack Villains below your level with greater power; you attack Villains above your level with reduced power.

The modifiers listed to the right affect your chance to hit, as well as the duration of the power (for powers with duration) and the magnitude of the power (for example, for powers that inflict a certain amount of damage with each strike).

### COMBAT MODIFIERS

LVL ABOVE/ BELOW	TO HIT	DURATION	MAGNITUDE
-10	168%	210%	210%
-9	148%	200%	200%
-8	141%	188%	188%
-7	135%	177%	177%
-6	130%	166%	166%
-5	125%	155%	155%
-4	120%	144%	144%
-3	115%	133%	133%
-2	110%	122%	122%
-1	105%	111%	111%
0	100%	100%	100%
1	90%	90%	90%
2	81%	80%	80%
3	73%	65%	65%
4	64%	48%	48%
5	55%	30%	30%
6	45%	15%	15%
7	33%	8%	8%
8	15%	5%	5%
9	8%	4%	4%
10	5%	3%	3%
11	4%	2%	2%
12	3%	1%	1%
13	2%	1%	1%
14	1%	1%	1%





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## BASIC HUNT AND TIPS

### ROOFTOPS

While they are not always easy to get to, rooftops often have higher-level encounters on them.

Watch out, though. If you accidentally stumble off one of the high buildings, you'll take quite a bit of damage from the fall itself. Of course, if you have Hover/Fly, that falling issue is a moot point. (You can't die from a fall, but you can be reduced to as low as 1 hit point. So fall all you want, as long as you don't fall into a group of bad guys.)

### HOVER BLASTING

This tactic involves hovering over a group of villains and hammering them from above with ranged attacks. With some bad guys (particularly at lower levels) it's possible to do this for a long time, taking no significant damage. From a flying Blaster point of view, Perez Park is the primo spot to level up, particularly when you're in your early teens. As you rise in level it becomes increasingly hard to find villains to hover blast that are completely safe for you.

Even if the villain does have a ranged counter-attack, though, you have to look at the big picture. First, Hover does increase your defense, so you're hit less often. Most importantly, if your target can hit you for, say, 45 ranged and 190 melee, that fact alone means you've reduced the damage you take by almost 80 percent over what you'd take if you fought on the ground.

### PORT 'N' BUMP

"Port 'n' Bump" is another useful application of Teleport Foe—teleport a bad guy up to a perch spot (for example, a building ledge), then use a Knockback

power, knocking the target off the perch. Repeat as necessary. This is another good way to do lots of damage without taking too much.

### AVOIDING SNIPERS

In Crey's Folly, Founders' Falls, and Peregrine Island, high-level NPC snipers from Crey, Malta, and Nemesis lurk on the rooftops. They have extreme range and do extreme damage, much in the same way a Hero would using multiple Single Origin Enhancements for range and damage. The snipers also have a very long aggressive range, attacking people nearly a block away and hitting them with deadly accuracy. In addition, they can see and hit invisible/stealthy Heroes and they're usually so far away that the damage being done to the Hero doesn't show up in chat, nor are there sound effects (again due to the distance). If you're not actively watching your health bar or screen, you may just end up on the ground without knowing why.

All of this adds a great deal of danger to these zones, especially Founders' Falls and Peregrine Island, because they do not have a level limitation for entry, and many of these snipers are capable of one-shot-killing Level 20 Heroes who are exploring where they probably shouldn't be anyway.

The aggressive zone for snipers is a very long cone in front of them, and snipers will not typically leave their roof to pursue. Their range is as long as the longest possible for a Hero, so trying to outsnipe them is extremely difficult. The lower the Hero's level compared to the sniper's, the greater the chance the sniper will become aggressive and eliminate the Hero. Snipers can also be found atop buildings lacking fire escapes, so non-flying/leaping/teleporting Heroes will have an even harder time dealing with them.

The best defense is to either move away very quickly or find cover behind or under something until the sniper can be found and engaged.





## ADVENTURING AT THE STARTING LEVELS

At this point in your career, your only goal is advancement. One advantage you have is that for the first four levels you do not accumulate experience debt upon defeat. Also, for this entire range of levels, you're more effective vs. yellow (and higher) mobs than you will be for the rest of your career. Take advantage of this.

Do not be afraid to push the envelope and attack a foe that is red. If you win, the rewards are significant. If you lose, you have a quick run back to the action. The more risks you take, especially at Level 4 and below, the faster you get through these levels. Once you hit Level 10, tone the risks down a bit and don't be afraid to run, as you want to avoid debt. CoH's "death penalty" system is the most lenient of almost any MOG, but it still reduces your advancement efficiency, and you want to avoid that.

Grouping is useful at this level but not strictly necessary, as advancement grouped or solo is pretty much equal. So group only for social reasons, or just for practice.

Maintain your contacts and make sure you push through your missions and raise your relationship with them. They are your gateway to later contacts and better missions down the road.

Make absolutely sure you pick up your Travel power pool between Levels 6 and 12. This is the fastest you'll be advancing in the game, and Level 14 (when you can take your primary Travel power) is a long way away. You must already have the first or second power in your Travel pool before you can take a primary Travel power at Level 14.

### NOTE

*The Teleport pool brings with it two very choice powers that have little to do with power and are available immediately: Teleport Foe and Teleport Friend, both very useful in groups.*

In fact, it's a good idea to have already planned the pools you want up front, and start them off at Levels 6, 8, 10, and 12 (though there is no requirement to take all four, and for some character concepts taking that many pools can be a serious mistake). Taking all four pools means you skipped four chances to get new primary or secondary powers, but it gives you

many more choices down the road. You probably want to take at least two or three pools, depending upon your concept.

Having all these pools open now means you'll be able to acquire the higher-level pool powers much more quickly when you want them in your 20s or 30s.

You begin your career in Atlas Park or Galaxy City; expect to graduate to Kings Row or the Hollows at around Level 5 or so, and to Perez Park by Level 8.

Use the civilians as "thug radar." If you see some running down the sidewalk in a panic, head back to where they came from. They have run into some thugs and are fleeing in panic.

The first two Inspirations you get in the game are likely the best you are going to see for quite a while. They're +75% damage and +75% health Inspirations. Try to buy a few of these from other Heroes if you can—they just help so much in early boss fights.

Use this time to get familiar with the controls. Learn how to pull foes, build up relationships with your contacts, and learn how your powers work.

Look around. Enjoy the scenery. This isn't a race to become the first to do this or that—unless you want it to be.

### BE SELFISH!

Yup, to heck with others. Do your first 10 levels or so solo, or maybe in small groups. You need to work on what you need to survive alone, first and foremost. This can impact you most when choosing a group aid power over that first pool power. If you take Resurrection at Level 6 in the Empathy set, you'll be ready to heal and help the world—but then you'll have to wait until Level 8 to get Hover. The number of times you'll actually use that Rez between Level 6 and 8 will probably be negligible. In fact, you could easily wait until Level 12 or so before it really becomes a power you need in your arsenal.

Let's look at another example from Empathy: Heal Other. When you're starting out the only power you can use to help yourself in the Empathy line is Healing Aura. Healing others for a higher amount is great in a group, but it's better to pick up another damage-dealing power in your secondary line first. You will not see the impact of not having single-target heals till you are in larger groups—and this occurs most in your teens.

So even if you plan to be a group-oriented support character, build as selfishly as possible at least through Level 10.





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## ADVENTURING IN YOUR TEENS

The game changes at this level, and your play style needs to adapt or you'll get to tour all the zone hospitals—and let me save you the trouble; they all look absolutely identical from the inside.

This is when villains with powers begin to become common, but more importantly, this is when they start hitting hard. Tactics that some melee and ranged PBAoE Heroes use—such as pulling in a lot of mobs around them so they can do damage to several foes at once—begin to backfire as the bad guys are now hitting for up to 100 HP per strike, which can drop a Hero like laundry in a hamper.

While villains' melee damage is almost always greater than their ranged damage, the difference in this level range is quite startling—a differential of 3–5 times or more. They also start using Hold, Stun, and Disorient effects, though they are still quite rare, so avoiding unwanted melee becomes more important to survival.

In other words, all of the tactics that were useful in the prior range go out the window, and new ones need to be formed.

Pulling becomes more a requirement at this level, as the mobs are now able to destroy a ranged Hero in as little as 2–3 hits, so uncontrolled aggro is significantly less desirable.

There are a lot of foes at this level, in zones like Perez Park, Skyway City, Steel Canyon, Boomtown, and Faultline, so finding viable targets is not difficult.

Grouping and running missions becomes the fastest way to advance through this range, so making sure you managed your contacts properly from the prior range is very helpful, and you should continue that.

Enhancements become a significant factor, because your powers are now doing real damage, so make sure you keep them green and optimize how you combine them to get the most out of them. Trade with friends and barter for them before you sell and buy, because the buy-back value at the store is 1:4, meaning you need to sell four at a given level to buy one at the same level that you might want or need. Also, Dual Origin Enhancements starting at level 15 are available for purchase in stores located in Steel Canyon and Skyway City, but come at a hefty price when compared to your accrued influence at this level. So select the ones that will make the greatest impact for you to use, such as Accuracy. Dual Origins will also drop from foes at the higher

end of this level range so use whatever you can or try to trade them for ones you can use.

At Level 10, you can start to undertake Task Force missions, beginning with Positron in Steel Canyon. These are tremendous experience and reward boosts, and they're highly recommended, though they do take a significant time investment for the entire group—do not enter into them lightly.

Level 10 also opens up the option to build a Supergroup, and other group-specific benefits become available to your team.

If you made the right selections in the prior levels (see the sample builds in chapter 3), your Travel powers will become available and you're moving around the map much faster than you were before.

Also—and this is important—you may still be able to solo orange on a minion, or yellow on a lieutenant, but bosses will quickly eat you alive unless:

- You have range and they do not (rare).
- You have plenty of Inspirations to burn.
- You have a power set particularly suited to take that boss (like Fire Resistance against a flame-based boss).
- Your tactics are impeccable.

But unless you are 100 percent confident here, call for help. This is where bosses really start to boss you around.

## ADVENTURING IN YOUR 20'S

This level is where you start realizing you are not invincible. Even if you could routinely solo a few yellows before, now they start really laying the smackdown on you.

Your missions take you to higher-end zones, and getting through Dark Astoria is often more challenging than actually killing those Sky Raiders behind the door, depending on your character build. But there's certainly an amazing view along the way!

Endurance conservation starts to have more of an impact. You are facing tougher foes, your fights last longer, and you tend to get tuckered out a bit more often. Of course, by now you have many Enhancement slots to try to rectify it, but if you want your damage to keep good pace, your Endurance drain will suffer, since you still have the same amount of Endurance you had from day one.





## TIP

*The higher-end tram stations have trainers stationed there. No need to run back to AP or Galaxy, and if you know this early it can save you a lot of travel time when you start hunting more in Steel Canyon and the like.*

Level 20 opens up a whole new series of zones, a new group of enemy factions, and a new type of fighting. Trial zones also begin to come available—large-scale fights with great rewards for the groups who are brave enough to face them.

Stun, Mesmerize, Sleep, Disorient, and Psionic attacks become commonplace, and villains with powers are the norm. This range brings in yet another rethinking of your tactics, because now a melee Hero is facing foes that can and will hit for a third of your hit points—which means all of a Blaster's—in a single hit. Mobs begin self-reviving, healing themselves and each other, and in general making combat much more complex.

Soloing at this level is much harder and grouping becomes the fastest way to advance by far. Solo play is still quite viable; it just requires a great deal of creativity.

Missions are still the best way to advance, as they provide a guaranteed lineup of targets at your level, in just the right size for your group, with nowhere for them to run, and without you having to hunt all over the place and risk aggroing more than you can handle.

In this level, you should finish replacing your generic Enhancements with Dual Origin ones, and Single Origin ones start dropping and are also available for purchase in stores on Talos Island starting at level 25. While the Single Origins do provide a greater bonus than the Dual Origin ones, they also cost a great deal more and put you on the track of having to pay that much to maintain them. Investing in them is not recommended until you are completely green on all your duals and are higher up in this range. Otherwise, you may find yourself at one point with red singles or duals, and not enough Influence to upgrade them.

The fights at this level become larger and more volatile, as the villains are using AoE attacks, mezzes, and Stuns. Solo Heroes must pick their targets very carefully (for example, just because that Consigliere is alone does not make him a choice target for a solo Hero), and groups must properly order their targets to make sure the correct ones are eliminated first, before they can wreak great havoc upon the team.

## ADVENTURING IN YOUR 30'S

In your 30s, you get a significant boost to all your powers and can greatly increase your overall effectiveness. This is the result of two things: you now acquire three enhancement slots for every level that you don't gain a new power, and you can start buying Single Origin Enhancements from stores in Talos Island when you are Level 22. You finally start seeing the true strengths of your character and get a glimpse of how effective he or she will be at endgame. You should already have an effective attack routine with most of your favorite powers slotted. With the incorporation of Single Origin Enhancements, you'll see a marked improvement in powers like Stamina, where your Endurance regeneration will be significantly better, as well as in powers that improve accuracy and defense. In your 30's, Single Origin Enhancements are sold by origin-specific NPCs that require you to do a mission for them before they sell you level 30, 35 and level 40 SO enhancements.

Regular minions will be relatively easy to handle, even in large numbers. Your best bet for efficient leveling is to do missions on a full-sized team of eight people, where the mobs range in levels +1 to +2 of the mission holder, and are in groups that your team can take out. Beware of lieutenants and bosses; they appear in mob groups more frequently and will hit you with many nasty disabling attacks, such as Stun, Hold, and Disorient. If you want to hunt in a group, advertise yourself in the Level 30 hazard zone, Crey's Folly. At this level, grouping in a full team and doing missions is much quicker and more efficient for leveling, as Heroes begin to demonstrate their full potential. The bigger the team, the higher the Mission Complete bonus your team receives. Additionally, debt is cut in half in indoor missions, so that if your Hero is defeated, you will only incur half the debt that you would in an outdoor zone. You can blast through group after group of foes with little downtime given the right mix of Archetypes in your group.

Missions are a great way to quickly level up and to gain new rewards. There are missions to earn additional aesthetic rewards for additional costume slots, capes, and auras. Missions always guarantee you an nice collection of equal-level foes along with a handful of lieutenants and some bosses for you to battle without competition from other players. Try the Task Force missions available in these zones for your level to spend a couple of hours just running Door missions with a group.





## ADVENTURING IN YOUR 40'S

Your last 10 levels open up the ancillary power sets, which gives you the opportunity to incorporate a third heroic power set to your arsenal. Ancillary powers are often similar to those found in the power sets of different Archetypes that are not initially available to you. They are not overtly overpowering, but some will be very useful to help round out your Hero's endgame performance.

You receive three slots per level to improve your powers. Make sure you've worked out your main attack scheme and slot those powers properly. Update your Enhancements to Single Origins if you haven't completely done so already. Single Origin Enhancements in these final levels are sold by an NPC found on Peregrine Island named Ghost Falcon. However, in order to gain access to his inventory, he will request that you complete a mission for him.

Your solo street hunting is mainly on Peregrine Island. Many mobs wield special disabling attacks, so learn about your enemies' skills and be prepared. Many Stun, Hold, and Endurance-draining attacks will knock out your toggles and leave you defenseless. Missions are a better way to finish off your last 10 levels if you are solo. Many offer great experience rewards as well as Influence, and you'll need them for your final Single Origins, which are incredibly expensive.

Another way to level quickly is to group with other Heroes and hit the hazard zones, where there are abundant high-level mobs to battle. Choose from the Rikti Crash Site, Firebase Zulu, Cascade Archipelago, and the Chantry, but make sure you have a good group of allies when entering these zones. Street sweeping in hazard zones is quick and efficient as the mobs spawn often and are numerous. Grouping also offers greater defense against the special attacks that these endgame mobs like to throw out, as each Archetype's powers can really complement another's.

When you've finally reached Level 50, two new Archetypes, Warshades and Peacebringers, are available for you to create. They are souped-up variations of the original Archetypes with some fun and unique perks to keep you entertained as you start your adventure all over again.

## SIDEKICKS AND MENTORING

If you are doing a two-Hero run (see the Archetype chapter for more information on duo missions), take a sidekick who can do what you can not. Even at a significantly lower level, this versatility is a godsend.

For example:

- A low-level sidekick with Invisibility and Recall Friend can get you to any hard mission objective, even if he or she has to walk there slowly. This can be attained by Level 8.
- If you are a Tanker or Scrapper, a Level 6 will heal you almost as well as an equal-level peer, once sidekicked to you.
- If you have no range, a low-level Controller can stop those runners.

The list is near endless—if you are a high-level Defender with Empathy and feel you cannot solo effectively, grab a Level 6 Tanker and really make his or her day. You can keep your sidekick alive for hours, and a Tanker at that level, with fewer attacks and powers, won't normally go low on Endurance and tends not to overburn like a higher-level Tanker might.

Also, effects do matter. If you are going up against a boss with a name like Torch, maybe bringing along a partner with higher Fire Resistance would be a good plan. Fighting Clockwork? Scrappers or Tankers who can run with no Endurance on their basic Brawl attacks will not be nearly as impacted by the incessant Endurance drain those little mechanical monstrosities assail you with.

Most Heroes, even into their high 20s, are probably relying upon their first three powers for the largest part of their effectiveness. Consequently, that Level 8 Scrapper can be an extremely effective sidekick for a Level 25 Controller or Defender by assuming the hit points and damage, despite missing some of the other attacks that aren't absolutely necessary.

However, a downside to sidekicking occurs when the two Heroes in question are relatively close together in level. If you are Level 14 and you're adventuring with a Level 20, and you group without partnering, you are not likely to be terribly effective, but you will get a lot of experience points for fighting against mobs that are six levels over your head—a high-level Scrapper or Tanker picking up a low-level Empathy Defender or Controller and power leveling the character this way is very effective. Once you are sidekicked and the mobs turn yellow or white, the amount of experience you get from each kill is drasti-





cally lowered, to the point where you're getting just as much as if you were fighting even-con targets your own level.

## THINGS TO BE CAREFUL OF WITH SIDEKICKS

Watch the range. Get too far away and your sidekick drops in level quickly. If the Scrapper or Tanker is the one sidekicked and this happens in a fight, he or she dies almost instantly. If you die, do not hit OK to go to the hospital until you know your sidekick is safe.

Sidekicks can not go into hazard zones unless their real security level is high enough, regardless of the mentor's level. (Yes, the SWAT guys do card.)

## BADGES OF HONOR

*Chances are, at some point you'll start inadvertently finding badges throughout **City of Heroes**. What do badges do? They are marks of accomplishment, for the most part, and are earned by completing specific tasks.*

*These tasks can range from merely standing in the right spot, to defeating a certain number of enemies, or even to taking lots of damage and much, much more. Collecting all of the badges, in fact, is a game of its own.*

*We've taken the sting out of finding the vast majority of these little trinkets by collecting them in the Appendix for your perusal.*

## MAN (OR WOMAN) ON A MISSION

There are several different mission types in *City of Heroes*, starting with the most basic, Door (Instance) mission and working your way up to Task Forces and Base raids (with intermediate types in between).

## DOOR MISSIONS

These are the first missions to which you are exposed. Essentially, the name says it all; you enter an area through a door then complete the assigned task to receive credit for it.

## OUTDOOR MISSIONS

These missions usually have you tracking down sizable numbers of a given villain group and take place, as the name suggests, outdoors. You do not venture through any doors.

## TASK FORCE MISSIONS

These very intense missions cover *a lot* of ground in what never seems like enough time. They have you engaging in several Door and Outdoor missions as you race to and fro to complete each of the assigned tasks. The Appendix has a complete listing of the various Task Force missions.

## ARE YOU CONNECTED?

Contacts are the people who tell you, as a Hero, what is going on in Paragon City. They have inside information on certain factions and access to certain Enhancements and Inspirations to assist you for a small Influence cost.

Your very first contact is based off of your Origin and is found inside either the City Hall in Atlas Park or Freedom Corps HQ in Galaxy City, depending on where you decided to start. You gain this first contact at Level 2, and he or she will give you a mission when you wish it.

Mission content is broken down into Stature levels (SL). These are invisible level ranges that determine your usable contacts and missions. The breakdown is as follows:

- SL1 is Levels 1–4
- SL2 is Levels 5–14
- SL3 is Levels 15–19
- SL4 is Levels 20–24
- SL5 is Levels 25–29
- SL6 is Levels 30–34
- SL7 is Levels 35–39
- SL8 is Levels 40–44
- SL9 is Levels 45 and up

You start off with one contact, at SL1. As you perform missions for that contact, you increase your relationship until your contact eventually introduces you to one contact at SL2.

This works up the chain of Stature levels as you advance and improve your relationship with each contact. Your Stature eventually grows higher than your lower Stature level contacts, and they will not have any more missions for you, instead directing you to move on to your higher SL contacts. Also, as your Stature level contacts increase, the general Enhancements and Inspirations they are able to provide to you increase as well. The Enhancements are grouped much like the Stature levels, as follows:





- Contact SL1 provides Enhancement levels 1, 5, 10
- Contact SL2 provides Enhancement levels 5, 10, 15
- Contact SL3 provides Enhancement levels 10, 15, 20
- Contact SL4 provides Enhancement levels 15, 20, 25
- Contact SL5 provides Enhancement levels 20, 25, 30
- Contact SL6 provides Enhancement levels 25, 30, 35
- Contact SL7 provides Enhancement levels 30, 35, 40
- Contact SL8 provides Enhancement levels 35, 40, 45
- Contact SL9 provides Enhancement levels 40, 45, 50

When you perform missions for your contacts, they warm up to you and eventually give you their cell phone numbers to just call them for missions. This happens at the third tier mission, about halfway up the relationship scale. When the contact gives you a cell phone number, a Call button appears on the contact information. From that point forward, you no longer need to run to that contact. You may, instead, contact him or her from any outdoor zone to report in, using the Call button to get new missions. Once you have won your contact over with your performance, by gain in Stature level, you are given the option of being introduced to one of two other contacts.

You eventually outgrow your initial contact and have to go to your newer contacts for missions. Contacts give you missions suitable for your level only. If you reach a point where your contact is not giving you missions, but is not saying that he or she is finished with you, that means the next missions are for a higher level than you have attained. Return to that contact after you have achieved the next security level. You have to attain certain security levels before the hazard zones become available. Police are standing outside the entrances to these districts; they will tell you what security level you need to be to gain entrance.

Read the descriptions of your potential contacts carefully. Each contact specializes in certain factions of villains. Your contacts give you missions based off the factions they specialize in. The greater the variety of enemies your contacts are aware of, the greater the variety of missions and enemies you have to face. Also, your contacts are in different geographical areas of the city. In the beginning, it is easier to group your contacts in the same areas to ease the travel times back to each contact. This is not as important once you get your contact's cell phone number. But be careful that you do not gain a contact in an area that is very difficult to get to. As you advance out to

the higher security level zones, you gain contacts farther out from where you started and have little choice but to gain contacts out farther from the city centers.

## CONTACTS AND MISSIONS

If the contact says, "there is trouble in so-and-so zone, but any zone in the city would be welcome," that is a General Patrol mission—defeating that faction anywhere in the city, including within a Door mission zone, counts toward that mission.

If the contact says "there is trouble in so-and-so neighborhoods, but any neighborhood in the zone would be welcome," that is a Specific Patrol mission and only that faction, outdoors in that specific zone, will count toward the mission accomplishment.

Additionally, if the contact uses the words "hurry," or "as soon as possible," or "there is not much time," chances are it's a timed mission. A timed mission's clock starts the moment you accept the mission, and you have that much time to get to the mission and complete it before it counts as a failure. Failures do not advance your relationship with your contact and do not give any rewards, even if the mission was 99 percent complete. After the mission is completed, the countdown may still be going down, but this is OK—you are not required to return to the contact within this time limit, just to complete the mission.

Missions frequently have multiple objectives, some of which are secondary and not always clearly defined. For example, a mission to remove the bombs from a building may reward you for doing that, and then reward you again if you stay and eliminate all other threats from the building. For that reason, even if the mission notifies you that you've completed it, if there are sections of the map that are unexplored or enemies you know are still on the mission map, do not "click out," but eliminate all foes before leaving the mission area on the chance that the mission has a secondary objective to complete.

Periodically, your contact will give you a temporary power to use for a mission. These powers show up on your Powers tab and can be dragged to your Powers bar and used like any other power. Some have charges associated with them, others do not. You cannot have more than two temporary powers at a time.

Once you complete your mission, you return to the contact who gave you the mission to finish it. At that point you may take on another mission from that person, or you might be directed to another contact.





The different selections you make as you advance through Paragon City result in completely different contact trees. Contacts aren't always the same for everyone. Each Hero has unique contacts during his or her super heroic career.

### NOTE

*Please see the Zones chapter for complete information on each contact throughout Paragon City as well as their precise locations.*

## POWER UP!!

Enhancements are the "loot" of *City of Heroes*; they allow you to increase the effectiveness of aspects of your Hero's powers. There are three types of Enhancements and myriad effects. The types are Training, Dual Origin, and Single Origin. Training Enhancements are Generic in nature and are not dependent on your Origin like Dual Origin and Single Origin enhancements. The effects within those types include damage, range, Endurance cost, and many others. Essentially, an Enhancement effect exists for every aspect of every power.

### NOTE

*There is a "FOURTH" type of enhancement that can be earned in the Eden Trial and by defeating the Hamidon in the Hive. These special enhancements boost two to three aspects of a power at Single Origin Enhancement strength (for example: Damage/Accuracy, Heal/Endurance Reduction, Damage Resistance/Endurance Reduction, etc.). These types of enhancements cannot be bought, and must be earned by successfully completing the Eden Trial and defeating the Hamidon.*

The degree to which an Enhancement affects a power is dictated by its type and the color of the number displayed on the Enhancement, not the number itself.

So how do Enhancements enhance? A Hero can "socket" (that is, place an Enhancement into an empty slot on one of his or her powers) any Enhancement that is within three levels of the Hero's combat level. This means that a Level 20 Hero can socket Enhancements between Levels 17 and 23. The difference between the Hero's combat level and the number on the Enhancement dictates how effective

that Enhancement is going to be for the socketed power.

- If the Enhancement's level is above that of the Hero (21 or higher for a Level 20 Hero, for example), the number on the Enhancement is green and the Enhancement operates above its normal bonus, providing an extra increase to the power or effect. This bonus is approximately +1 percent for each level difference.
- If the Enhancement's level is equal to that of the Hero, the number is white and the Enhancement operates at its normal bonus.
- If the Enhancement's level is less than that of the Hero, the number is yellow and the Enhancement's bonus is reduced by approximately -1 percent for each level difference.
- If the Hero's level rises to more than three higher than the Enhancement's, or the Enhancement is greater than three levels over the Hero's level, the number on the Enhancement is red and it offers no bonus at all. Red Enhancements that are socketed on a power must either be combined with a higher-level Enhancement of the same kind or be destroyed using the trash icon on the Enhancements window.

### NOTE

*This is based upon combat level, not security level, so the moment a Hero sees the flash and is told to level up, the Enhancements are affected. Holding off training will not delay the reduction in the Enhancement's effectiveness.*







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- Store-bought Enhancements only come in level increments of five, but Enhancements dropped by foes can be any level.
- Their listed effect is modified by their level compared to the Hero's combat level, as described above.
- The bonus of a green Training Enhancement is less than that of a yellow Dual Origin.
- The bonus of a green Dual Origin is less than that of a yellow Single Origin.
- Right-clicking and selecting Info always tells what type an Enhancement is, either in a store or in the Hero's inventory.
- Lieutenants and bosses have a higher chance of dropping Enhancements, and they tend to drop the more valuable ones. The higher the level of the boss or lieutenant, the greater the chance for the Enhancement drop.

## TRAINING (GENERIC) ENHANCEMENTS

Training or Generic Enhancements are the first ones you see. They are available as drops from villains or can be purchased from contacts and stores, and exist from Level 1 to Level 50. They provide a 5 percent or 8.3 percent bonus to a Power effect when they are socketed. These are generally used into the early 20s, due to the prohibitive costs of the more powerful ones. These always look the same, with a silver ring and logo, and the color and name indicate their function.

## DUAL ORIGIN ENHANCEMENTS

Dual Origin Enhancements begin dropping randomly when you approach Level 20; they exist in levels from 15 to 50 and are purchasable only from certain Origin-specific stores. These Enhancements provide around a 10 percent or 16.7 percent bonus. Begin using these as soon as possible, but not at the cost of leaving other powers with empty or red sockets. The best solution is to target the powers that you use most often or that are the most effective, and begin the upgrade process there while maintaining Generics in the other powers, until all powers have been upgraded and maintained. These Enhancements always look different, with a split ring around them, half representing one Origin and half

the other. They have an icon in the center and use the same color coding as the Generics, but their names represent the Origins they are keyed to, be they relics, gadgets, etc.

## SINGLE ORIGIN ENHANCEMENTS

Single Origin Enhancements begin dropping very rarely in the late 20s; they range from Levels 20 to 50 and are purchasable only from specific stores, based upon Origin. These Enhancements provide a 20 percent or 33.3 percent bonus. As the most powerful Enhancements, they are also significantly more expensive. Given that these Enhancements must be completely refreshed every six levels, Heroes must be very careful when deciding to begin investing in these Enhancements, as it is possible to gear up one power and leave all of the others weakened because you can't afford to maintain their Enhancements. Single Origin Enhancements have a ring that indicates their Origin, the icon in the center, the color to represent their function, and names commensurate with their Origin and function. Until the very high levels (Level 30 and above), the only Single Origin Enhancements available in the stores are the "power 10" (Range, Damage, Accuracy, Endurance Reduction, Recharge Increase, Defense Buff, Enhance Heal, Hold Duration, Damage Resistance, and Disorient Duration). All of the others exist, and may drop from villains, but they can be purchased from specific NPC contacts in the 30+ zones (Founder's Falls, Brickstown, and Peregrine Island), or from SL5 and SL6 contacts (and above) whom you've developed relationships with.

## COMBINE OR STACK?

When you get a new Enhancement, assuming you can use it, you have two options: stacking and combining.

Stacking Enhancements means having multiple enhancers of the same type in a power. Every enhancer adds the same bonus to the power, regardless of how many there are. So, if a power does 20 damage, and you add a Dual Origin damage enhancer of the same level as you are, it adds 16 percent more damage for a total of 23.2 (rounded to 23). If you stack another one in a separate slot, it adds another 16 percent, making the combined total 26.4 (26). The upside of stacking is it gives you the maximum amount of enhancement, the downside





being it takes up a slot that might be used for another type of enhancer. For example, putting six damage enhancers into an attack power would certainly produce a lot of damage, but at the cost of no speed increase to the power's recharge, no reduction to its Endurance, no increase to its accuracy, and no improvement of any of the secondary effects it

might possess. So, it hits really hard, very slowly, not very often, and costs a boatload of Endurance.

Combining Enhancements means taking a new one and joining it to an existing one, improving upon it. Enhancers that are higher in level than you are have a bonus to their normal affect. Generic Enhancements are about 1 percent more effective for each level they are higher than you, up to three levels of difference (the actual value is a bit more than 1 percent—and the game tracks it exactly—but for the sake of simplicity in this discussion we'll round to the nearest whole number). Dual Origin Enhancements are 2 percent more effective per level, and Single Origin Enhancements add 3 percent per level.

When you go through the combine interface, click on the socketed Enhancement and combine it with one from your inventory. If you are successful, you end up with an Enhancement that has "+" or "++" after it. These represent a "virtual" level increase for the Enhancement, meaning that it is acting as +1 (for "+") or +2 (for "++") higher than the listed number with respect to the bonus provided.

For example, a Level 12 Hero has a Level 12 Generic damage enhancer socketed in a power, providing an 8 percent increase in damage. He or she finds another Generic damage enhancer that is only Level 11, but wants to combine them to increase the useful life of the socketed one. He goes through the combine interface, is successful, and ends up with a 12+ Generic damage enhancer, which is virtually a 13, and as such gives him a 9 percent increase in damage (base of 8 percent, +1 percent for the Enhancement being one level higher than he is).

The increase is obviously incremental and much smaller than stacking Enhancements, but combining them increases the life of your existing Enhancements, delaying when you are forced to purchase replacements because they have turned red, which is especially important as you advance and Enhancements begin costing 20–40K in Influence.

### **STACKING TO COMBINING**

Stacking can be turned into combining if you have two of the same type of Enhancement in a power. If

you have two Level 12 damage Enhancements in a power and want to free up a slot, your options are to destroy one of them (either by putting it in the trash can or replacing it) or to combine the two of them to make a 12+, which increases the value of the one you keep without completely wasting the other.

There is no "best" solution between Stacking and Combining. Every power and every situation is different. Some powers work better with balanced Enhancements, while others work best when overloaded with one type. Sometimes you can replace the need for a type of Enhancement by good power selection. For example, picking up Speed: Hasten reduces all your power recharges as well as a Single Origin recharge Enhancement would. Fitness: Stamina increases your Endurance recharge so you may not need Endurance reduction; Targeting Drone and Leadership: Tactics increase the accuracy of all your powers, and so forth. Every situation is different, from Archetype to Archetype, power set to power set, level to level. Your best solution is to go with a balanced approach initially and get a feel for how your powers are evolving, then shift the balance to best suit your character.

### **BUFF CAPS**

While there is theoretically a "ceiling" on all powers beyond which they can not be buffed, it is not currently reachable by any character in the game, even at Level 50 with buffs from Level 50 Heroes and Enhancements. For example: Putting six speed enhancements into Super Speed would be a waste of slots, and that is due to the physical limitations of the Internet itself. *City of Heroes* is the first MOG to allow characters to move at speeds of over 50mph on the ground among spawning entities, but it still has that physical cap at 80mph. Also, Fly has its base flight speed increased as a Hero levels, and having 4 Flight SO's would be a waste as the speed cap for flight would have been reached. Additionally, with Diminishing Returns, slotting anything with more than 3 SO's would be a marginal (if not wasted) improvement.

### **USAGE TIPS**

- One of the first Enhancements a melee Hero should be socketing is accuracy, if the power accepts it. Reducing the Endurance or recharge rate or increasing the damage or range is all irrelevant if you can't hit the broad side of a barn. Stepping up accuracy first, then stacking





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the others on top of that, increases your effectiveness overall. Non-melee Heroes need to find the most significant Enhancement for their specific power set. If you burn through Endurance fast, perhaps that is it. If your powers take a long time to come back, recharge may be it.

- Balance is better than overloading. While it is possible to load six damage Enhancements into a power, it is far better to strive for a more balanced approach. Six damage Enhancements will certainly increase the damage of the attack, but with low accuracy you will miss a lot. Poor recharge means you don't swing as often, so misses are even more noticeable. High Endurance cost means you run out of Endurance quickly. Adding a recharge Enhancement to a power means that it goes off faster, increasing the overall damage per second (DPS). Adding an accuracy Enhancement means you hit more often, again increasing DPS. Lowering the Endurance means you last longer and are less likely to run out of Endurance in a big fight. Balancing the Enhancements provides the highest DPS output for your Hero.
- Always combine rather than replace whenever possible. At 22, it's possible to buy Level 25 Enhancements, but they can't be combined with your existing Level 22 ones because the resulting 25+ is 26th level, four levels above you. However, if you replace the Enhancement instead of combining it, that wastes an entire level of effectiveness. The bonus difference between green and white is not great enough to warrant wasting that extra level, especially given the cost of Enhancements at the higher levels, so every + begins to be worth hundreds of thousands in Influence in the long run across multiple powers.
- Leverage your powers' strengths and enhance them. For example, Storm Kick and Flurry are small damage powers, so adding damage Enhancements to them creates a negligible return on investment. However, given the long animation time of those powers, and the fact that a miss means that all shots miss and no damage is done, consider using multiple accuracy Enhancements instead of damage ones, and double up the damage Enhancements on the big-damage powers. Putting a recharge Enhancement on a power whose button comes up in under 10 seconds is not efficient, but putting two or three in a power that takes a minute or more to come back up is extremely

effective. Feel out how your powers work and how you use them, and maintain Enhancements that truly enhance their effectiveness for you, personally.

- Always keep your Enhancement inventory clear, so stop and sell or trade your Enhancements between missions. There is nothing more frustrating than seeing the tab to bring up your Enhancement inventory turn red—meaning your inventory is full—halfway through a mission, then wondering what cool Enhancements you're missing because you don't have room. Or worse, you are forced to delete ones you can't use but could have sold, just to make sure you don't miss any (although deleting Enhancements you can't use is better than running around with a full inventory of useless Enhancements). They don't sell for much—about twice the Influence normally earned for defeating an even-conned minion—but it is still lost Influence that could have been used to upgrade existing Enhancements.

## ENHANCEMENT LISTS

Enhancements may be received as rewards when you win battles. They may also be traded with other Heroes or acquired with Influence. Enhancements increase the effectiveness of your powers. They're not permanent, but they do have the potential to last for several levels before needing to be replaced.

Unless otherwise noted, the name of the Enhancement indicates the kind of power it improves. Note that some Enhancements can be used with a broad range of different powers, while others are highly specific, applying only to a very few powers.

## ENHANCEMENT MANAGEMENT

Influence is everything. Influence leads to the best Enhancements, and top-quality Enhancements are the real secret to a truly effective Hero. Try to avoid buying what you don't need, and don't be afraid to sell what you're carrying around without much reason to use it. Enhancements drop quite frequently and should be sold, or even trashed, to keep from cluttering up your empty slots (and possibly keeping you from getting that one good thing for your level).

Don't update your Enhancements until you hit a level number ending in 3 or 8 (13, 28, etc.), then combine them with your existing ones. Buying





Enhancements, which come in level increments of 5 at the store, at a level ending in 2 (like buying Level 15 Enhancements at Level 12) means you have to replace instead of combine, and you lose an entire level of usefulness.

Although your basic abilities (Sprint, Brawl, and Rest) can be improved by adding Enhancement slots to them, it would serve your Hero more to add Enhancement slots to your Primary, Secondary, or Power Pool Power Sets. Accuracy is at least as important as damage when considering Enhancements, so focus more on balance and the big picture instead of loading up on any given type.

Be creative in your use of Enhancements. Sure, maintain a good balance, but some great tactics are possible with the unusual usage of Enhancements. For example, loading a sniper attack with range enhancers if you have Fly or Hover may allow you to

stay out of harm's way while sniping at foes on the ground, especially ones with few or no ranged attacks. Loading a stun attack with several stun extensions can keep foes wandering dazed for long periods of time, reducing the overall damage you do. Granted, in both of those cases, you'll miss a lot due to a lack of accuracy enhancers, but you get the idea. Experiment to find the optimum configuration for your powers and tactics.

### TIP

*The sample builds in the Archetypes chapter should go a long way in showing you how exactly the interplay between various Enhancements works and may even give you ideas of how to go about building your own unique Hero.*







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## ENHANCEMENT TYPE

ENHANCEMENT	TRAINING	DUAL ORIGIN	SINGLE ORIGIN
Accuracy	8.3%	16.7%	33.3%
Activation Time	8.3%	16.7%	33.3%
Cone Range	5.0%	10.0%	20.0%
Confusion	8.3%	16.7%	33.3%
Damage	8.3%	16.7%	33.3%
Damage Res.	5.0%	10.0%	20.0%
Defense Buff	5.0%	10.0%	20.0%
Defense Debuff	8.3%	16.7%	33.3%
Disorient (Stun)	8.3%	16.7%	33.3%
Drain Endurance	8.3%	16.7%	33.3%
Endurance Reduction	8.3%	16.7%	33.3%
Fear	8.3%	16.7%	33.3%
Fly	8.3%	16.7%	33.3%
Heal	8.3%	16.7%	33.3%
Hold	8.3%	16.7%	33.3%
Immobilize	8.3%	16.7%	33.3%
Intangible	8.3%	16.7%	33.3%
Jump	8.3%	16.7%	33.3%
Knockback	15%	30%	60%
Range	5.0%	10%	20.0%
Recharge	8.3%	16.7%	33.3%
Recovery	8.3%	16.7%	33.3%
Run	8.3%	16.7%	33.3%
Sleep	8.3%	16.7%	33.3%
Slow (Snare)	8.3%	16.7%	33.3%
Taunt	8.3%	16.7%	33.3%
To Hit Buff	8.3%	16.7%	33.3%
To Hit Debuff	8.3%	16.7%	33.3%

## GENERIC: TRAINING

NAME	WHAT DOES IT ENHANCE?	% BOOST	NAME	WHAT DOES IT ENHANCE?	% BOOST
Training: Accuracy	Accuracy	8.35%	Training: Knockback	Knockback	8.35%
Training: Cone Range Increase	Cone	5%	Training: Range	Range	8.35%
Training: Confusion Duration	Confuse	8.35%	Training: Recharge	Recharge	8.35%
Training: Damage	Damage	8.35%	Training: Recovery	Endurance Recovery	8.35%
Training: Defense Buff	Defense Buff	5%	Training: Resist Damage	Damage Resistance	8.35%
Training: Defense Debuff	Defense Debuff	8.35%	Training: Run	Running Speed	8.35%
Training: Endurance Discount	Endurance Cost	8.35%	Training: Sleep	Sleep	8.35%
Training: Fear	Fear	8.35%	Training: Slow	Immobilize	0%
Training: Fly	Fly	8.35%	Training: Snare	Intangibility	8.35%
Training: Heal	Heal	8.35%	Training: Stun	Disorient Duration	8.35%
Training: Hold	Hold	8.35%	Training: Taunt	Taunt	8.35%
Training: Immobilize	Immobilize	8.35%	Training: To Hit Buff	To Hit Buff	8.35%
Training: Intangible	Intangible	8.35%	Training: To Hit Debuff	To Hit Debuff	8.35%
Training: Interrupt	Interrupt	8.35%	Training: Drain Endurance	Drain Endurance	8.35%
Training: Jump	Jump	8.35%			





## MUTATION/MAGIC DUAL ORIGIN

NAME	WHAT DOES IT ENHANCE?	% BOOST	NAME	WHAT DOES IT ENHANCE?	% BOOST
Amulet	Recharge	16.66%	Goggles	To Hit Buff	16.66%
Belt	Jump	16.66%	Greaves	Running Speed	16.66%
Boots	Fly	16.66%	Headband	Heal	16.66%
Bracelet	Drain Endurance	16.66%	Helm	Sleep	16.66%
Bracer	Disorient Duration	16.66%	Helmet	Range	10%
Breastplate	Intangibility	16.66%	Lenses	Fear	16.66%
Chain	Defense Debuff	16.66%	Mask	Confuse	16.66%
Circlet	Defense Buff	10%	Necklace	To Hit Debuff	16.66%
Collar	Cone	10%	Pauldron	Endurance Recovery	16.66%
Cord	Damage Resistance	10%	Periapt	Intangible	16.66%
Cuirass	Immobilize	16.66%	Ring	Interrupt	16.66%
Gauntlet	Damage	16.66%	Torque	Endurance Cost	16.66%
Glasses	Taunt	16.66%	Vambrace	Knockback	16.66%
Glove	Hold	16.66%	Visor	Accuracy	16.66%

## MUTATION/SCIENCE DUAL ORIGIN

NAME	WHAT DOES IT ENHANCE?	% BOOST	NAME	WHAT DOES IT ENHANCE?	% BOOST
DNA Resequencing Cone Range Boost	Cone	10%	Genome Alteration Range Boost	Range	10%
DNA Resequencing Confuse Boost	Confuse	16.66%	Genome Alteration Recovery Boost	Endurance Recovery	16.66%
DNA Resequencing Damage Boost	Damage	16.66%	Genome Alteration Reflex Boost	Accuracy	16.66%
DNA Resequencing Hold Boost	Hold	16.66%	Genome Alteration Shield Drain	Defense Debuff	16.66%
DNA Resequencing Knockback Boost	Knockback	16.66%	Molecular Bonding Accuracy Drain	To Hit Debuff	16.66%
DNA Resequencing Shield Boost	Defense Buff	10%	Molecular Bonding Adrenal Boost	Endurance Cost	16.66%
DNA Resequencing Stun Boost	Disorient Duration	16.66%	Molecular Bonding Charge Rate Boost	Recharge	16.66%
DNA Resequencing Taunt Boost	Taunt	16.66%	Molecular Bonding Deadliness Drain	Intangibility	16.66%
Genome Alteration Accuracy Boost	To Hit Buff	16.66%	Molecular Bonding Entangle Boost	Immobilize	16.66%
Genome Alteration Endurance Drain	Drain Endurance	16.66%	Molecular Bonding Jump Boost	Jump	16.66%
Genome Alteration Flight Boost	Fly	16.66%	Molecular Bonding Neuro-Paralysis Boost	Sleep	16.66%
Genome Alteration Healing Boost	Heal	16.66%	Molecular Bonding Resistance Boost	Damage Resistance	10%
Genome Alteration Nightmare Boost	Fear	16.66%	Molecular Bonding Run Boost	Running Speed	16.66%
Genome Alteration Phase Boost	Intangible	16.66%	Molecular Bonding Time Manipulation Boost	Interrupt	16.66%

## NATURAL/MAGIC DUAL ORIGIN

NAME	WHAT DOES IT ENHANCE?	% BOOST	NAME	WHAT DOES IT ENHANCE?	% BOOST
Crowley's Bracelet	Intangibility	16.66%	Li Tieh Kuai's Goblet	Running Speed	16.66%
Crowley's Coin	To Hit Debuff	16.66%	Li Tieh Kuai's Lens	Immobilize	16.66%
Crowley's Gate	Intangible	16.66%	Li Tieh Kuai's Net	Hold	16.66%
Crowley's Incense	Recharge	16.66%	Li Tieh Kuai's Shard	Endurance Cost	16.66%
Crowley's Jewel	Sleep	16.66%	Li Tieh Kuai's Sheath	Interrupt	16.66%
Crowley's Necklace	Cone	10%	Nectanebo's Ankh	Taunt	16.66%
Crowley's Ring	Accuracy	16.66%	Nectanebo's Book	To Hit Buff	16.66%
Crowley's Symbol	Disorient Duration	16.66%	Nectanebo's Brooch	Defense Buff	10%
Crowley's Wand	Fear	16.66%	Nectanebo's Cup	Drain Endurance	16.66%
Li Tieh Kuai's Band	Confuse	16.66%	Nectanebo's Gloves	Defense Debuff	16.66%
Li Tieh Kuai's Bottle	Knockback	16.66%	Nectanebo's Gourd	Damage Resistance	10%
Li Tieh Kuai's Candle	Heal	16.66%	Nectanebo's Phylactery	Jump	16.66%
Li Tieh Kuai's Earring	Damage	16.66%	Nectanebo's Scroll	Endurance Recovery	16.66%
Li Tieh Kuai's Gem	Fly	16.66%	Nectanebo's Stone	Range	10%

## SCIENCE/TECHNOLOGY DUAL ORIGIN

NAME	WHAT DOES IT ENHANCE?	% BOOST	NAME	WHAT DOES IT ENHANCE?	% BOOST
Adrenal Graft	Endurance Recovery	16.66%	Isotatic Inversion	Fear	16.66%
Bioluminescent Filter	Accuracy	16.66%	Kinetic Accelerator	Knockback	16.66%
Bioregenerator	Heal	16.66%	Kinetic Inhibitor	Immobilize	16.66%
Bonding Compound	Hold	16.66%	Magnetic Aspirator	Range	10%
Cardiac Compensator	To Hit Buff	16.66%	Mercurial Theorem	Recharge	16.66%
Cardio Destabilizer	To Hit Debuff	16.66%	Metastable Capacitor	Endurance Cost	16.66%
Cellular Degenerator	Drain Endurance	16.66%	Micro-Adaptive Flow Control	Fly	16.66%
Centripetal Augmenter	Jump	16.66%	Micro-Electric Propulsion	Cone	10%
Chronotransstabilizer	Interrupt	16.66%	Muscular Atrophier	Slow	16.66%
Composite Epidermal Underlay	Damage Resistance	10%	Oscillator Overthruster	Intangible	16.66%
Dynamic Inhibitor	Disorient Duration	16.66%	Parallaxial Modifier	Confuse	16.66%
Epidermal Degenerator	Defense Debuff	16.66%	Photonic Capacitor	Taunt	16.66%
Hyperbaric Matrix	Sleep	16.66%	Quantum Balancer	Damage	16.66%
Interdiffusion Modifier	Defense Buff	10%	Transmatrix Bipedal Amplifier	Running Speed	16.66%





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## TECHNOLOGY/NATURAL DUAL ORIGIN

NAME	WHAT DOES IT ENHANCE?	% BOOST	NAME	WHAT DOES IT ENHANCE?	% BOOST
Acceleration Device	Running Speed	16.66%	High Explosive Grenade	Damage	16.66%
Adhesive Grenade	Defense Debuff	16.66%	Hydraulic Device	Jump	16.66%
Aegis Device	Damage Resistance	10%	Illumination Grenade	Accuracy	16.66%
Agony Grenade	Taunt	16.66%	Medical Device	Heal	16.66%
Amplifier Device	Cone	10%	Net Projector	Hold	16.66%
Ascendance Device	Fly	16.66%	Neuralyzer Grenade	Sleep	16.66%
Blind Grenade	To Hit Debuff	16.66%	Nullifier Device	Slow	16.66%
Cacophony Projector	Confuse	16.66%	Oxygen Device	Endurance Cost	16.66%
Chronoenhancer Device	Interrupt	16.66%	Phase Device	Intangible	16.66%
Defender Projector	Defense Buff	10%	Protection Device	Endurance Recovery	16.66%
Dread Grenade	Fear	16.66%	Reach Device	Range	10%
Entangle Grenade	Immobilize	16.66%	Repulsion Projector	Knockback	16.66%
Flashbang Grenade	Disorient Duration	16.66%	Sap Grenade	Drain Endurance	16.66%
Haste Device	Recharge	16.66%	Targeting Projector	To Hit Buff	16.66%

## MAGIC SINGLE ORIGIN

NAME	WHAT DOES IT ENHANCE?	% BOOST	NAME	WHAT DOES IT ENHANCE?	% BOOST
Aim of Joule	To Hit Buff	33.33%	Phasing of Grey	Intangible	33.33%
Bands of Hermes	Immobilize	33.33%	Power of Grey	Endurance Cost	33.33%
Bewildering of Hermes	Disorient Duration	33.33%	Rage of Joule	Cone	20%
Devastation of Joule	Defense Debuff	33.33%	Renewing of Hermes	Recharge	33.33%
Extension of Joule	Range	20%	Resistance of Grey	Endurance Recovery	33.33%
Fury of Joule	Damage	33.33%	Rest of Hermes	Sleep	33.33%
Grace of Joule	Heal	33.33%	Shield of Hermes	Damage Resistance	20%
Horror of Hermes	Fear	33.33%	Shield of Joule	Defense Buff	20%
Insight of Grey	Accuracy	33.33%	Skip of Joule	Interrupt	33.33%
Marathon of Hermes	Drain Endurance	33.33%	Smite of Hermes	Knockback	33.33%
Neglect of Joule	To Hit Debuff	33.33%	Stride of Grey	Jump	33.33%
Pacification of Hermes	Slow	33.33%	Stride of Grey	Running Speed	33.33%
Paralyzation of Joule	Hold	33.33%	Swiftiness of Joule	Fly	33.33%
Perplexity of Hermes	Confuse	33.33%	Voice of Hermes	Taunt	33.33%

## MUTATION SINGLE ORIGIN

NAME	WHAT DOES IT ENHANCE?	% BOOST	NAME	WHAT DOES IT ENHANCE?	% BOOST
Awakening: Amplified Running	Running Speed	33.33%	Catalyst: Cone Extension	Cone	20%
Awakening: Defense Degredation	Defense Debuff	33.33%	Catalyst: Defense Extension	Defense Buff	20%
Awakening: Extended Knockback	Knockback	33.33%	Catalyst: Improved Damage	Damage	33.33%
Awakening: Extended Range	Range	20%	Catalyst: Improved Resistance	Damage Resistance	20%
Awakening: Improved Accuracy	Accuracy	33.33%	Catalyst: Increased Immobilization	Immobilize	33.33%
Awakening: Increased Confusion	Confuse	33.33%	Catalyst: Stasis Amplification	Hold	33.33%
Awakening: Increased Fear	Fear	33.33%	Evolution: Accuracy Degredation	To Hit Debuff	33.33%
Awakening: Phase Extension	Intangible	33.33%	Evolution: Annoyance Factor	Taunt	33.33%
Awakening: Recovery Acceleration	Endurance Recovery	33.33%	Evolution: Damage Degredation	Slow	33.33%
Awakening: Reduced Endurance	Endurance Cost	33.33%	Evolution: Endurance Draining	Drain Endurance	33.33%
Catalyst: Accuracy Extension	To Hit Buff	33.33%	Evolution: Improved Jump	Jump	33.33%
Catalyst: Amplified Flying	Fly	33.30%	Evolution: Increased Stun	Disorient Duration	33.33%
Catalyst: Amplified Healing	Heal	33.33%	Evolution: Neural Paralysis	Sleep	33.33%
Catalyst: Chronometric Manipulation	Interrupt	33.33%	Evolution: Reduced Recharge	Recharge	33.33%

## NATURAL SINGLE ORIGIN

NAME	WHAT DOES IT ENHANCE?	% BOOST	NAME	WHAT DOES IT ENHANCE?	% BOOST
Back Alley Abbreviation	Interrupt	33.33%	Dragon Recovery	Endurance Recovery	33.33%
Back Alley Blind Strike	To Hit Debuff	33.33%	Dragon Scales	Damage Resistance	20%
Back Alley Bull Rush	Knockback	33.33%	Dragon Strike	Accuracy	33.33%
Back Alley Crippling Blow	Slow	33.33%	Military Daze Strike	Disorient Duration	33.33%
Back Alley Intimidation	Fear	33.33%	Military Encouragement	Endurance Cost	33.33%
Back Alley Nerve Strike	Sleep	33.33%	Military Exhaustion	Drain Endurance	33.33%
Back Alley Paralyzer	Hold	33.33%	Military Extension	Range	20%
Back Alley Stunning Hit	Defense Debuff	33.33%	Military Healing	Heal	33.33%
Dragon Defense	Defense Buff	20%	Military Immobilization Technique	Immobilize	33.33%
Dragon Elusiveness	Intangible	33.33%	Military Insight	Taunt	33.33%
Dragon Flight	Fly	33.33%	Military Speed	Recharge	33.33%
Dragon Flurry	Confuse	33.33%	Military Sprint	Running Speed	33.33%
Dragon Leap	Jump	33.33%	Military Tactics	Cone	20%
Dragon Rage	Damage	33.33%	Military Targeting	To Hit Buff	33.33%





## SCIENCE SINGLE ORIGIN

NAME	WHAT DOES IT ENHANCE?	% BOOST	NAME	WHAT DOES IT ENHANCE?	% BOOST
Alpha Particle Exposure	Recharge	33.33%	Hydrazine Exposure	Intangible	33.33%
Alpha Wave Bombardment	Disorient Duration	33.33%	Hydrogen Exposure	Slow	33.33%
Argon Experiment	Damage Resistance	20%	Ionic Bombardment	Fly	33.33%
Astatine Exposure	Endurance Recovery	33.33%	Neodymium Irradiation	Range	20%
Auroral Particle Bombardment	Immobilize	33.33%	Nitrogen Exposure	To Hit Buff	33.33%
Barium Irradiation	Defense Buff	20%	Polonium Radiation	Heal	33.33%
Beta Wave Exposure	Cone	20%	Positron Bombardment	Taunt	33.33%
Boron Exposure	Endurance Cost	33.33%	Radon Irradiation	Defense Debuff	33.33%
Butadiene Exposure	Jump	33.33%	Tellurium Bombardment	To Hit Debuff	33.33%
Cesium Exposure	Sleep	33.33%	Thallium Exposure	Hold	33.33%
Cosmic Ray Exposure	Fear	33.33%	Thermodynamic Bombardment	Interrupt	33.33%
Electromagnetic Wave Bombardment	Running Speed	33.33%	Theta Wave Bombardment	Confuse	33.33%
Fluorine Research	Knockback	33.33%	Uranium Irradiation	Drain Endurance	33.33%
Gamma Particle Irradiation	Accuracy	33.33%	Xenon Exposure	Damage	33.33%

## TECHNOLOGY SINGLE ORIGIN

NAME	WHAT DOES IT ENHANCE?	% BOOST	NAME	WHAT DOES IT ENHANCE?	% BOOST
Benedict Tech Adv. Targeting Eye	Accuracy	33.33%	Portacio Ind Nanodoctors	Heal	33.33%
Benedict Tech Agonizer	Taunt	33.33%	Portacio Ind Nanoenhancers	Cone	20%
Benedict Tech Cyberhips	Running Speed	33.33%	Portacio Ind Nanooptics	To Hit Buff	33.33%
Benedict Tech Cyberlegs	Jump	33.33%	Portacio Ind Nanovirus	To Hit Debuff	33.33%
Benedict Tech Facial Reconstruction	Fear	33.33%	Portacio Ind Subdermal Plating	Damage Resistance	20%
Benedict Tech Holey Field Generator	Disorient Duration	33.33%	Portacio Ind Synapse Bridge	Defense Buff	20%
Benedict Tech Repulsion Field	Knockback	33.33%	Wetware Eng Accelerator	Interrupt	33.33%
Benedict Tech Stasis Regenerator	Hold	33.33%	Wetware Eng Adrenal Gland Booster	Recharge	33.33%
Benedict Tech Telescoping Eye	Range	20%	Wetware Eng Auxiliary Boosters	Fly	33.33%
Portacio Ind Destabilizer	Intangible	33.33%	Wetware Eng Cyberheart	Endurance Cost	33.33%
Portacio Ind Internal Munitions	Damage	33.33%	Wetware Eng Electroactive Polymers	Endurance Recovery	33.33%
Portacio Ind Nano-Amp	Drain Endurance	33.33%	Wetware Eng Neuralparalyzer	Immobilize	33.33%
Portacio Ind Nanodegenerators	Slow	33.33%	Wetware Eng Neuralyzer	Sleep	33.33%
Portacio Ind Nanodisintegrators	Defense Debuff	33.33%	Wetware Eng Vocal Mimicker	Confuse	33.33%

## ENHANCEMENT DIVERSIFICATION

There is one new feature of Enhancement slotting that one should be aware of as one builds their ultimate Villain. With the release of **City of Heroes-Issue 6**, there is a system of diminishing returns in place for Enhancement slotting.

This system makes it so that slotting any number of Enhancements past three or so, will end up making it not worth the expenditure to do so, as the boosts each subsequent one provides drop off after three of a kind is placed.

This means you can no longer enhance a power with six Single Origin Damage boosts for ridiculous damage or six Single Origin Haste boosts for perma-haste. This only applies to Dual and Single Origin Enhancements—generics are not affected by ED.

Now, before the teeth-gnashing and wailing begin, they've also reduced the Endurance cost and recharge times on most powers so there is some balance maintained in the combat system.

You can see how this works by dragging an Enhancement to the slots. A small chart pops up, telling you how much of a boost (or lack thereof) you getting from this point forward. This makes it easier (without consulting a table) to tell how each Enhancement is affecting a given power.

### Class A

- Accuracy
- Confuse
- Damage
- Defense Debuff
- Drain Endurance
- Endurance Discount
- Fear
- Fly
- Heal
- Hold
- Immobilize
- Intangible
- Jump
- Recharge
- Recovery
- Run
- Sleep
- Snare
- Stun
- Taunt
- To Hit Debuff

### Class B

- Defense Buff
- Damage Resistance
- Range Increase
- To Hit Buff

### Class C

- Interrupt

### Class D

- Knockback





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### ED TABLES

The following tables explain precisely what you can expect when slotting excessive numbers of enhancements and how they affect your overall power boots. Note that the drop-offs in the overall bonuses for slotting enhancements become severe once you slot 5 and 6 DO or SOs of one type in a power.

#### CLASS A ENHANCEMENTS

These bonus types start to see reduction when the bonus is 70% or more, and a severe reduction at 100% bonus or greater. So your bonuses when slotting in multiples of the same enhancements work out to:

# OF SLOTS	TRAINING	DUAL ORIGIN	SINGLE ORIGIN
1	+8.325%	+16.66%	+33.33%
2	+16.65%	+33.32%	+66.66%
3	+24.975%	+49.98%	+95%
4	+33.3%	+66.64%	+100%
5	+41.625%	+81.97%	+105%
6	+49.95%	+95%	+110%

#### CLASS B ENHANCEMENTS

These bonus types start to see reduction when the bonus is 40% or more, and a severe reduction at 60% bonus or greater. So your bonuses when slotting in multiples of the same enhancements work out to:

# OF SLOTS	TRAINING	DUAL ORIGIN	SINGLE ORIGIN
1	+5%	+10%	+20%
2	+10%	+20%	+40%
3	+15%	+30%	+56%
4	+20%	+40%	+59%
5	+25%	+49%	+62%
6	+30%	+56%	+65%

#### CLASS C ENHANCEMENTS

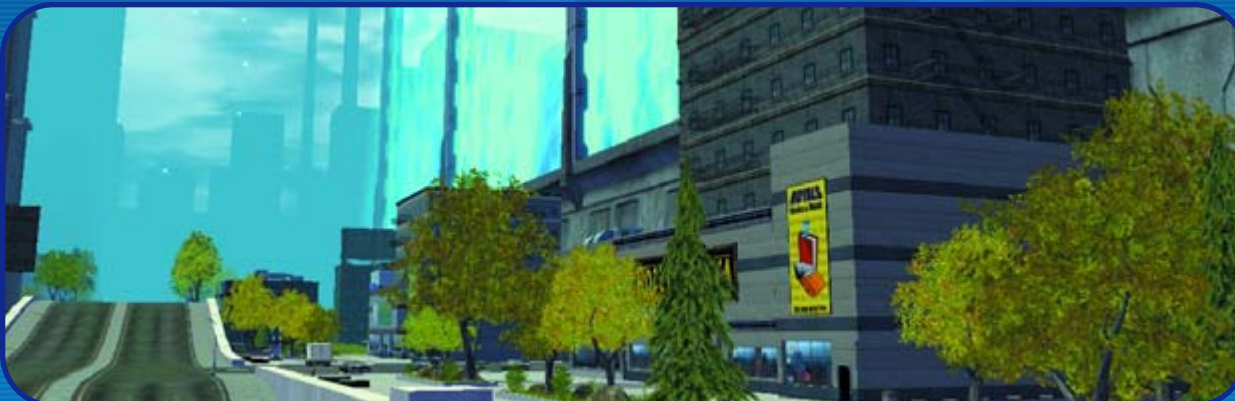
This bonus type starts to see reduction when the bonus is 80% or more, and a severe reduction at 120% bonus or greater. So your bonuses when slotting in multiples of the same enhancements work out to:

# OF SLOTS	TRAINING	DUAL ORIGIN	SINGLE ORIGIN
1	+10%	+20%	+40%
2	+20%	+40%	+80%
3	+30%	+60%	+112%
4	+40%	+80%	+118%
5	+50%	+98%	+124%
6	+60%	+112%	+130%

#### CLASS D ENHANCEMENTS

This bonus type starts to see reduction when the bonus is 120% or more, and a severe reduction at 180% bonus or greater. So your bonuses when slotting in multiples of the same enhancements work out to:

# OF SLOTS	TRAINING	DUAL ORIGIN	SINGLE ORIGIN
1	+15%	+30%	+60%
2	+30%	+60%	+120%
3	+45%	+90%	+168%
4	+60%	+120%	+177%
5	+75%	+147%	+186%
6	+90%	+168%	+195%





## FEELING INSPIRED



Inspirations are very useful; try to have at least a couple on you always. Many times seemingly impossible fights are made winnable merely by using a couple of Inspirations. Do not hoard them for a rainy day. They drop frequently and should be used constantly. To save them rather than using them makes life on the streets of Paragon City unnecessarily difficult. Don't hesitate to fire a couple when things look dicey, or merely to be on the safe side. Even if you go through a run of bad luck and few seem to be dropping for you (or perhaps the ones you get aren't the ones you're looking for), you can always return to a contact and spend some Influence to fill out your slots.

When going into a mission, especially solo, it's a good idea to have a full range of Inspirations. Even when you are grouped, things can still go wrong, and having that extra little boost could save you and your friends. Missions where you know a boss awaits you are made much simpler if you plan ahead and come prepared.

From the very start, Inspirations are useful and helpful to have, but as you level through the game you rely on them more and more to overcome villains. Entering into the middle levels, you start to receive better versions of some types. Where Luck added 25 percent to defense, Good Luck now adds 33 percent. Respite recovers 25 percent of your hit points, while Dramatic Improvement recovers 33 percent. These are base numbers, though, and are adjusted by your security level. The same Inspiration that healed you for 101 HP in the previous level might heal you for 123 on the next. So don't discount base level Inspirations or feel you will out-level their usefulness; they grow with you.

Certain Archetypes favor some Inspirations more than others. Tankers can likely get away with not having a handy Luck on them, as they are more suited to taking punishment anyway. Something like Discipline (resists Hold, Stun, Confusion, Root) is extremely useful for a Tanker in the thick of battle, especially at higher levels where the villains start busting out with powers of their own. There's nothing worse than a Tanker helplessly swaying and watching while companions are being thrashed soundly. Blasters might be the lords of hot and fast damage, but none have the staying power of a Tanker or Scrapper. Arming themselves liberally with health and defense Inspirations helps to offset this

weakness. With that in mind, Inspirations are useful for anyone at most times.

Inspirations stack with other buffs. Any buffs your Hero might have sit nicely next to the additions Inspirations bring. Quickly using Inspirations for accuracy, damage, defense, and discipline makes an orange boss into a minion with a few extra hit points.

Inspirations may be received as rewards when you win battles. They may also be traded with other Heroes or acquired with Influence. An Inspiration is a one-shot power-up—a little extra boost to help you through a particularly tight situation. Once you use an Inspiration it is gone for good. You activate an Inspiration by clicking on it in the Inspiration window. There are seven different types of Inspiration, each of which comes in three power levels. The higher the level of the opponent from whom you won the Inspiration, the more powerful it is likely to be.

### LUCK/GOOD LUCK/PHENOMENAL LUCK

These boost your defense for a fight or two—great for when multiple villains take a special interest in you. The increased defense is significant enough to see lots more misses and fewer hits on you. Tankers and Scrappers are more likely to be able to shrug damage off, but a bit more defense is still good to have. Being surrounded by 10 grumpy minions unwilling to accessorize with prison gray can be taxing. Luck can make more of them swing at air.

- Luck: Boosts your defense by 25 percent for 60 seconds.
- Good Luck: Boosts your defense by 33 percent for 60 seconds.
- Phenomenal Luck: Boosts your defense by 50 percent for 60 seconds.

### RESPITE/DRAMATIC IMPROVEMENT/RESURGENCE

These give a stack of hit points, instantly healing your Hero. At least one is a must. Heroes are shockingly resilient, but even the stoutest of Tankers needs to have one of these tucked in a back pocket.

- Respite: Recovers 25 percent of your hit points.
- Dramatic Improvement: Recovers 33 percent of your hit points.
- Resurgence: Recovers 50 percent of your hit points.





## **CATCH A BREATH/TAKE A BREATHER/SECOND WIND**

These return Endurance instantly to your Hero, a true lifesaver in a long fight. Having a couple is a wise idea if you find you gobble up Endurance fast.

- Catch a Breath: Recovers 25 percent of your Endurance.
- Take a Breather: Recovers 33 percent of your Endurance.
- Second Wind: Recovers 50 percent of your Endurance.

## **ENRAGE/FOCUSED RAGE/RIGHTEOUS RAGE**

These provide additional damage to attacks made by your Hero—a noticeable amount of extra damage, giving rise to the quote "a good offense is a larger offense." When things need to go down now, smoke 'em if you got 'em. This Inspiration stacks nicely with Build Up for truly obscene amounts of judicial law enforcement.

- Enrage: Increases all your damage by 25 percent for 60 seconds.
- Focused Rage: Increases all your damage by 33 percent for 60 seconds.
- Righteous Rage: Increases all your damage by 50 percent for 60 seconds.

## **INSIGHT/KEEN INSIGHT/UNCANNY INSIGHT**

These improve your Hero's accuracy. Slower attacking characters might find these invaluable. Missed shots hurt, particularly if you rely on slower, high-damage attacks. If you or your team need to bring tougher villains to justice, accuracy certainly helps to land hits on higher-level enemies.

- Insight: Makes your attacks 25 percent more accurate for 60 seconds.
- Keen Insight: Makes your attacks 33 percent more accurate for 60 seconds.
- Uncanny Insight: Makes your attacks 50 percent more accurate for 60 seconds.

## **BREAK FREE/ EMERGE/ESCAPE**

These provide protection against all effects including Sleep, Hold, Immobilization, Disorient, Fear,

Knockback and Confuse. This Inspiration can be activated while under an effect to cancel it and grant further immunity for a short period of time. It is useful to have if you are a melee archetype that is often surrounded and can face dire consequences if hit with one of these effects. Midlevel Bosses, Lieutenants, and even minions start using these types of powers frequently. At the very least, have one with you going into a boss mission.

- Break Free: Cancels all negative effects such as Sleep, Disorient, Immobilization, and Fear and grants immunity for 60 seconds.
- Emerge: Cancels all negative effects and grants immunity for 90 seconds.
- Escape: Cancels all negative effects and grants immunity for 120 seconds.

## **AWAKEN/BOUNCE BACK/RESTORATION**

After a self-resurrection, your Hero returns with a portion of hit points but no Endurance, and is disoriented for a time.

Generally, it's a good idea to have at least one of each of these Inspirations on your character. More than one self-rez isn't important unless you have a tendency to make frequent hospital visits. Extras, or Inspirations you don't feel you need, can always be traded to your teammates or simply deleted (right-click and select Delete).

- Awaken: When you are defeated, you wake up with 25 percent of your hit points. However, you will be disoriented, have no Endurance, and be unable to recover Endurance for 20 seconds.
- Bounce Back: When you are defeated, you wake up with 50 percent of your hit points. However, you will be disoriented, have no Endurance, and be unable to recover Endurance for 10 seconds.
- Restoration: When you are defeated, you wake up with 75 percent of your hit points. However, you will have no Endurance and be unable to recover Endurance for 10 seconds.

## **STURDY/RUGGED/ROBUST**

- Sturdy: Increases all your Damage Resistance by 5% for 60 seconds
- Rugged: Increases all your Damage Resistance by 10% for 60 seconds
- Robust: Increases all your Damage Resistance by 20% for 60 seconds



## THE HEART OF *CITY OF HEROES*

### CHOOSE YOUR OWN ARCHETYPE

Before you create a Superhero of your own, read through the various Archetype descriptions provided here to gain greater insight into what makes each one tick.

#### WHAT'S IN THIS CHAPTER

- Complete write-ups on the five primary Archetypes: Scrapper, Tanker, Controller, Defender, and Blaster.
- Pros and cons for each Archetype, providing a quick overview of what to expect from each.
- Complete power sets for each Archetype's Primary and Secondary powers—these tables break out the powers in minute detail.
- Complete power pool power sets detailing the various movement powers, amongst others.
- Information on the two Epic classes (the Kheldians): the Warshade and Peacebringer.
- A sample build created for each Archetype (only goes up to Level 25).

### USING THIS CHAPTER

#### SAMPLE BUILDS

In this chapter, we place special emphasis on sample builds for each Archetype.

#### WHY PROVIDE SAMPLE BUILDS?

1. If you've ever played an MMO, you've probably made the error of creating an alter ego in a fashion that doesn't optimize the interplay between the myriad of available options and, invariably, learn this much too late. We take the guesswork out and provide an optimized path you can follow from the moment you first log on.
2. These samples take the best of each Archetype

and provide information on everything from which powers to select to which enhancements to slot and where. This maximizes the potential of each power selected.

3. These builds are optimized for solo potential and show how you can annihilate the largest groups of mobs possible in the shortest span of time. This keeps the game moving at a brisk clip and keeps you leveling at an optimized rate, so you face as little downtime as possible.

We encourage you to experiment with your own unique builds to see what the game has to offer. However, these builds show how certain powers "play" with one another and should help guide your own unique builds.

#### NOTE

*Read this guide's introduction section to learn the terminology used throughout this chapter and to learn the basics of enhancements and slotting.*

#### NOTE

*The sample builds provided will get you off to a flying start by taking you up through level 25 (half of the game's 50 levels). At that point, you'll start to run into the Enhancement Diversification situation—refer to the "Enhancements" section in "Playing *City of Heroes*" for more information on the diminishing returns provided by slotting more than three Single Origin Enhancements on one power.*

### UNDERSTANDING THE SAMPLE BUILD

*The sample build list is a level-by-level guide for creating a specific Hero, including how to enhance the powers that you acquire. At each level, you can either train a new power or add slots to existing powers. Sample builds give you a good place to start from, but they will only take you up to Level 25.*

*The sample build indicates if you can train a new power by stating "New [Power Pool] Power: [Power]." This helps you locate the power in the vast power listings. For example, "New Speed Power: Hasten" will prompt you to search for the Hasten power under the Speed power pool.*

*With newly acquired powers, the default accompanying slot and suggested enhancement type appear directly below the newly trained power.*

*When on a level where you acquire only new slots for your powers, the suggested enhancements appear below "# Additional Slots". The name of the power you should add to the slot is followed by the enhancement type; for example, "Hasten: Recharge Reduction." If you are instructed to put more than one of your new slots into the same power, a multiplier appears after the enhancement type. For example, "Hasten: Recharge Reduction (2x)" means you should add two slots to Hasten and place Recharge Reduction enhancements in them.*

*You may not have enough Influence to immediately enhance your powers, so just refer back to the previous levels' slot listings when you can purchase enhancements.*

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## INHERENT POWERS

### NOTE

All ATs start with one Inherent Power to supplement their initial abilities. These are auto powers and are always on.

### SCRAPPER

#### INHERENT POWER: CRITICALS

This allows the Scrapper a higher chance to land a critical hit (one that delivers up to double damage) that increases with the level of the opponent. Of course the danger is that even though you are inflicting huge amounts of damage you are also risking death the longer you stay engaged with a higher level foe, so watch yourself! This can be especially handy against heavy-hitting, Arch-Villain types as long as you have a Defender to keep you alive.

### TANKER

#### INHERENT POWER: GAUNTLET

The Gauntlet Inherent Power is a means for the Tanker to control aggro better—each successful blow against a foe further increases the targets hate for the Tanker and keeps him firmly enmeshed in an aggro 'web'. This helps cement the Tanker's role as chief manager of aggro and is especially helpful when grouped with others.

### DEFENDER

#### INHERENT POWER: VIGILANCE

The Defender's reliance on Vigilance cannot be understated and, due to its nature, it practically begs for the AT to find and stick with teams. What it does is give the Defender an Endurance discount as his teammates become more and more wounded—the more they're wounded, the greater the Endurance discount (stacked across however many teammates he has). This allows the Defender to more effectively keep his team alive by throwing out heals and such. If you're not a Healing build, you still get the discount, though, so bear this in mind. This, in some ways, puts the Blaster's Inherent Power at odds with the Defender's due to the fact the latter's relies on the former being hurt to power his own, so be aware of this.

### BLASTER

#### INHERENT POWER: DEFIANCE

The Blaster, from the start, gets access to Defiance which is a pretty remarkable power. Due to the Blaster's

generally weak defense, this power makes up for it in some fashion by scaling damage dealt by how much damage the Blaster has taken; the greater the pain, the more the gain. This, in some ways, puts the Blaster's Inherent Power at odds with the Defender's due to the fact the latter's relies on the former being hurt to power his own, so be aware of this.

#### Damage bonuses are as follows:

- =>50% Health: +18% damage buff
- < 40% Health: +35% damage buff
- < 30% Health: +70% damage buff
- < 20% Health: +140% damage buff
- < 10% Health: +280% damage buff
- < 5% Health: +400%

### CONTROLLER

#### INHERENT POWER: CONTAINMENT

The Containment ability allows Controllers to mete out additional damage to any foe that is already under some sort of mezz, whether it be Held, Immobilized, Slept or Disoriented.

## OH NO, I MADE A HUGE MISTAKE!

If you mangled your alter ego's power and enhancement slots, there is a remedy! You can participate in one of three "Respec Trials":

#### Trial #1: Independence Port

Contact: Jane Hallaway

Security Levels Allowed: 24–32

Primary Foe: Sky Raiders

#### Trial #2: Founder's Falls

Contact: Captain James Harlan

Security Levels Allowed: 33–42

Primary Foe: Freakshow

#### Trial #3: Rikti Crash Site

Contact: Major Flagg

Security Levels Allowed: 44–50

Primary Foe: Rikti

Three other teammates must accompany you on these missions. As a reward for completing any of these trials, you gain the ability to fix your alter ego by visiting Jack Wolfe at Freedom Corps in Galaxy City.



## NOTE

You can also take a different reward from Respec, but why waste your chance to completely retool your character?

## INTERPRETING THE TABLES

Each Archetype section contains sizable tables listing all the data on the Archetype's primary powers, secondary powers, Ancillary Power Pool sets, and pool powers. Here are the various table heads and what they represent:

BROAD SWORD										
POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Work	Click	For	0.520	1.03	0	Character	—	—	Accuracy Boost, A Damage Boost, A Recharge Boost, A Resistance Discount Boost, A Skill Defense Boost	None, High (Universal), For, Off
You hack your opponent for a high amount of damage. This attack can reduce a target's Defense, making him easier to hit. Damage: High. Recharge: Moderate.										
Slash	Click	For	5.2	1.07	4	Character	—	—	Accuracy Boost, A Damage Boost, A Recharge Boost, A Resistance Discount Boost, A Skill Defense Boost	None, Moderate (Universal), For, Off
You perform a quick Slash that can reduce a target's Defense, making him easier to hit. This attack causes moderate damage, but has a quick recharge time. Damage: Moderate. Recharge: Fast.										
Siege	Click	For	0.520	2.27	0	Cone	5	5	Accuracy Boost, A Damage Boost, A Recharge Boost, A Resistance Discount Boost, A Skill Defense Boost	None, Cone, Moderate (Universal), For, Off
You skew your sword in a wide arc, attacking all enemies in front of you. Siege does less damage than Slash, but can hit multiple foes and reduces their defense. Damage: Moderate. Recharge: Moderate.										

**POWER NAME:** The name of the power.

**ACTIVATION TYPE:** This header features various information:

**Toggle:** These powers must be switched on and off and always drain endurance.

**Auto:** These powers are always on and do not drain any endurance.

**Click:** To activate these powers, click the on-screen icon or select it from a keyboard shortcut you've created. You use these powers once; you must wait for it to recharge to use it again.

**WHO?:** Who the power affects

**END COST:** Endurance cost.

**CAST TIME:** The amount of time (in seconds) it takes to execute the power.

**RECHARGE TIME:** The amount of time (in seconds) it takes for the power to become usable again.

**EFFECT AREA:** The shape of the area or location in which the power is effective: a cone, sphere, or a single character.

**RADIUS:** The area (in feet) in which the power is effective.

**MAX # OF TARGETS:** The maximum number of entities that are affected by a given power.

**ENH TYPES:** Enhancement types; which Enhancements you can use with the power.

**POWER TYPE:** The effective area of the power and which affects the power has.

## SOLOING AND DUOING

While teaming up in sizable groups makes everything quite easier, we also included detailed information on how best to solo and duo with each Archetype.

## PRIMARY AND SECONDARY POWER SETS

Each Archetype is skilled in two power types. When you first create an alter ego, you must choose one power from your primary power set and one from your secondary power set.

## ANCILLARY POWER SETS

In addition to primary and secondary power sets, each Archetype also has Ancillary Power Pool power sets, which are detailed in the tables.

## WHAT ARE ANCILLARY POWER POOL POWER SETS?

- These are powers that you begin to acquire at Level 41.
- They add some spice to how each Archetype plays and expands their available range of powers.

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- Ancillary Power Pool Sets give your Archetype access to other Archetypes' Primary and Secondary power sets.
- These new powers are only available to you in the game's last 10 levels, and can be critical in your advancement to Level 50.

## POWER POOLS

Power pools are major choices that affect the life of your Hero. For example, plan your power pools correctly, and you can be the Tanker who always holds aggro in fights, never runs out of endurance or health, reaches the mission door first, and is beloved by every team you join. But make choices randomly and you can end up the Blaster who reaches the mission late, burns through Health Inspirations like popcorn at a movie, and struggles to get invited back into any team.

Power pools round out your Hero and make you better than the crime fighter next to you who took the same primary and secondary powers as you. Will you be the Controller or Defender who provides pure team support in the back row or will you go toe-to-toe with the enemy when necessary? Your choices with the power pools can help you meet your goals.

Starting at Level 6, power pools are open to you. In any power pool, you can take the first or second power. Starting at Level 14, you can take the third power in a power pool, provided you have already taken a previous power in the same pool. At Level 20 and up, you can take the fourth power in a power pool, provided you have taken the third power in the same pool.

## DOES ORIGIN MATTER?

*There are several reasons why Origins are more important than they might initially appear in the game manual:*

- *Stores and enhancements: Depending on your Origin, you are limited to shopping at stores that cater to one particular Origin. This matters because as you progress in the game, it can be dangerous getting to some of the higher-level stores when you're ready for that next round of enhancements (enemies try to prevent you from reaching these stores).*
- *Titles: as you advance in levels, you earn additional titles to boost your reputation as a Hero who is not to be trifled with. (See the Appendix for a complete list of titles.)*
- *When you first enter the game, Origins determine your first contact. From there, you learn which villain group to go against for the initial missions (Science: Vahzilok; Technology: Clockwork; Natural: Council; Mutation: Skulls; Magic: Hellions).*





# SCRAPPER

## HE SLICES AND DICES

**Primary Power Set:** Melee

**Secondary Power Set:** Defense

The Scrapper is for those who like to get into it and mix it up, one on one. Scrapppers' raison d'être is damage output, so getting in and tearing targets apart in the shortest time possible is the key to accurately playing them.

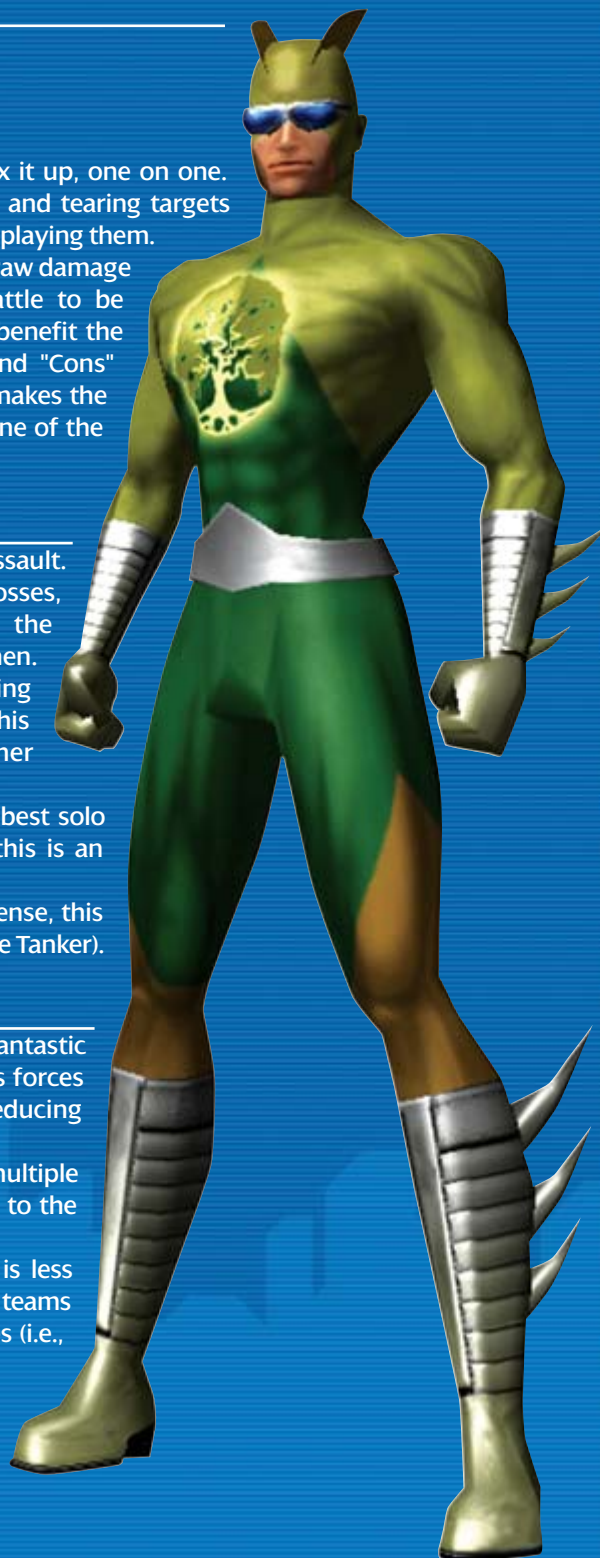
Due to the Scrapper's high damage output (highest in raw damage per second), you must be constantly engaged in battle to be effective in teams because this is the only way he can benefit the team. This is a drawback (see the Scrapper's "Pros" and "Cons" sections), but it keeps things moving. This is also what makes the Scrapper the best solo class in the game, and it is also one of the most popular first-choice Archetypes.

### PROS

- The Scrapper is the focal point of an offensive assault. Properly played, the Scrapper engages Lieutenants, Bosses, and even Arch Villains to keep them busy while the remainder of the team hammers away at the Henchmen.
- Scrapppers are designed for high damage output, leading the charge as far as DPS (damage per second) goes. This makes them the spearheads behind which other Archetypes push.
- Due to its high offensive power, the Scrapper is the best solo class in the game. If you don't fancy teaming up, this is an Archetype to investigate.
- As their secondary power set is centered around defense, this makes the Scrapper second in raw resiliency (behind the Tanker).

### CONS

- Scrapppers don't hold aggro well, which makes them fantastic against a single target but awful against groups. This forces the Scrapper to spread out his or her attacks (thus reducing his or her efficacy) to control a situation.
- Even if a Scrapper manages to hold aggro over multiple targets, it will avail him little—his defenses aren't up to the task, and you'll wither under prolonged assaults.
- Due to a Scrapper's inability to hold aggro well, he is less effective and less valuable on moderate- to full-size teams that do not have members with crowd control abilities (i.e., no Tanker or Controller).



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## SCRAPPER SAMPLE BUILD

### A PORCUPINE FOR ALL SITUATIONS

Scrappers are a fun class to play for those who enjoy getting in close to the enemies and handing them a harsh beat down. Scrappers have lower hit points than Tankers, but they make up for it in defense and attack damage. A Scrapper has no real crowd-control powers, and your survival is dependant on avoiding damage using high defense and defeating your enemies before they can hurt you. This is an exciting Archetype, as you are always in the crowd mixing it up. This sample build offers a well-rounded Scrapper, with good overall damage and high survivability.

Primary Powers—Melee: Spines

Secondary Powers—Defense: Regeneration

#### DEFAULT ABILITIES

##### Level 1

Free Default Ability: Brawl

Slot: Damage

Free Default Ability: Sprint

Slot: Endurance Reduction

##### Level 2

Free Default Ability: Rest

Slot: Recharge Reduction

#### POWERS

##### Level 1

New Primary Power: Lunge

Slot: Accuracy

New Secondary Power: Fast Healing

Slot: Healing

##### Level 2

New Primary Power: Spine Burst

Slot: Accuracy

##### Level 3

Two Additional Slots

Spine Burst: Endurance Reduction

Spine Burst: Damage

##### Level 4

New Secondary Power: Reconstruction

Slot: Recharge Reduction

##### Level 5

Two Additional Slots

Spine Burst: Damage (2x)

##### Level 6

New Leaping Power: Combat Jumping

Slot: Defense Buff

##### Level 7

Two Additional Slots

Fast Healing: Healing

Reconstruction: Healing

##### Level 8

New Speed Power: Hasten

Slot: Recharge Reduction

##### Level 9

Two Additional Slots

Hasten: Recharge Reduction (2x)

##### Level 10

New Primary Power: Impale

Slot: Accuracy

##### Level 11

Two Additional Slots

Impale: Damage (2x)

##### Level 12

New Secondary Power: Quick Recovery

Slot: Endurance Recovery

##### Level 13

Two Additional Slots

Quick Recovery:

Endurance Recovery (2x)

##### Level 14

New Leaping Power: Super Leap

Slot: Jumping

##### Level 15

Two Additional Slots

Impale: Damage

Impale: Recharge Reduction

##### Level 16

New Secondary Power: Integration

Slot: Endurance Reduction

##### Level 17

Two Additional Slots

Impale: Damage (2x)

##### Level 18

New Primary Power: Quills

Slot: Accuracy

##### Level 19

Two Additional Slots

Quills: Endurance Reduction

Quills: Damage

##### Level 20

New Secondary Power: Resilience

Slot: Damage Resistance

##### Level 21

Two Additional Slots

Resilience: Damage Resistance (2x)

##### Level 22

New Fitness Power: Hurdle

Slot: Jump

##### Level 23

Two Additional Slots

Quills: Damage (2x)

##### Level 24

New Fitness Power: Health

Slot: Healing

##### Level 25

Two Additional Slots

Integration: Healing (2x)



## LEVELING AND HUNTING STRATEGIES

### SOLO

#### Levels 1–10

Scrappers are immediately effective when hunting alone. Their natural defense and high damage allows them to cut through groups of 3 to 4 equal-level enemies and move onto the next group with little to no downtime. Carry a couple of Heal Inspirations just to be safe or if you want to tackle tougher opponents.

Start your fights with a Spine Burst in the middle of a pack to get its attention; then finish it off with Brawl and Lunge. Spines slows and poisons your enemies and deals good damage up front. Use Hasten when it's available, as it makes you more effective at taking down foes. You may opt to do some Door missions so you have a steady supply of equal-level mobs to fight.

#### Levels 11–20

At this stage, you are steadily adding to your defense with the exception of Quills, which is a great toggle power that deals steady additional damage to multiple enemies while you concentrate on one. Slot up Quick Recovery to support your growing arsenal of attacks and toggles. You can keep Integration on, but only activate Quills right before entering a fight; deactivate it when you're out of combat. With your growing defense and resistance, you can start tackling larger groups or tougher enemies to challenge yourself.

#### Levels 21–30

Get the Fitness power set for Stamina, as you will be throwing out many attacks at a fast rate under Hasten and eating up endurance. With Stamina stacked

with Quick Recovery, you have a better endurance Recovery rate to support your more draining cone attacks.

Speaking of cone attacks, when you get Ripper and Throw Spines, your combat strategy will look different, as you'll be attacking multiple enemies at once and cleaning up with single target attacks. These attacks will make you a powerhouse when effectively used. Gather your targets in a tight pack in front of you, or trap them in narrow walkways to take full advantage of your cone attacks. Monitor your hit points, and use Instant Healing if you take too much damage.

#### Levels 31–50

With a good variety of strong attacks, you must work on getting your defense and resistances built up for the higher levels. The autopower Resilience improves as you gain more levels, and when combined with Tough and Weave from the Fighting power pool, you will be a fighting dynamo. Use Conserve Power in big fights where endurance consumption may be an issue. If it's not too taxing on your endurance pool, keep up Assault and Tactics, which allows you to successfully take on foes who are at much higher levels than you.

### DUOS

#### Levels 1–20: Ideal Ranking

**Scrapper/Blaster:** In the early stages, enemy targets are not so dangerous, so if you team with another damage dealer, you'll clean up city blocks in a short time. You can team up in a Hazard Zone, like the Hollows or Perez Park, where there are plenty of mobs to fight. Leveling

is fast and easy with this pairing.

**Controller/Defender:** Buffs and Debuffs from Controllers and Defenders make your combat skills more effective. They can also help you survive with their healing skills, if needed. Though they add minimal DPS, your increased powers may be enough to compensate.

**Tanker:** Hanging out with a Tanker will not make your street sweeping faster, but it will make it safer. The Tanker holds the aggro, keeping you clear to pick off enemies one by one.

#### Levels 21–50: Ideal Ranking

**Defenders/Controllers:** They can keep you healthy and provide Buffs and Debuffs that raise your combat effectiveness. With your enemies getting tougher, it is better to have the crowd control and healing these Archetypes provide, leaving you free to concentrate on fighting.

**Tanker:** Tankers bloom in late game when they can hold off hordes of enemies on their own, making it safe for you to pick off a few without worrying about being overwhelmed.

**Scrapper/Blaster:** Not a good complementary duo in late game, as it becomes harder to take down enemies. With competing DPS, aggro will be split, and crowd management will be a mess. Keeping your targets in line of your cone attacks is difficult if your partner scatters them with too much aggro.

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SCRAPPER

TANKER

CONTROLLER

DEFENDER

BLASTER

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## POWER SETS

### PRIMARY POWERS










#### BROAD SWORD

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Hack	Click	Foe	8.528	1.83	8	Character	—	—	Accuracy, Boost, Damage, Boost, Knockback, Boost, Knockdown, Defense, Boost	Melee, High Damage, Lethal, Foe, DEF
You Hack your opponent for a high amount of damage. This attack can reduce a target's Defense, making him easier to hit. Damage: High. Recharge: Moderate										
Slash	Click	Foe	5.2	1.37	4	Character	—	—	Accuracy, Boost, Damage, Boost, Knockback, Boost, Knockdown, Defense, Boost	Melee, Moderate Damage, Lethal, Foe, DEF
You perform a quick Slash that can reduce a target's Defense, making him easier to hit. This attack causes moderate damage, but has a quick recharge time. Damage: Moderate. Recharge: Fast										
Slice	Click	Foe	8.528	2.27	8	Cone	5	5	Accuracy, Boost, Damage, Boost, Knockback, Boost, Knockdown, Defense, Boost	Melee (Cone), Moderate Damage, Lethal, Foe, DEF
You Slice your sword in a wide arc, attacking all enemies in front of you. Slice does less damage than Slash, but can hit multiple foes and reduces their defense. Damage: Moderate. Recharge: Moderate										
Build Up	Click	Caster	5.2	1.17	90	Character	—	—	Endurance, Discount, Boost, Knockback, Boost, Knockdown, Defense, Boost	Self, +DMG, +ACC
Greatly increases the amount of damage you deal for a few seconds, as well as slightly increasing your Accuracy. Recharge: Long										
Parry	Click	Foe	4.368	2	3	Character	—	—	Accuracy, Boost, Damage, Boost, Knockback, Boost, Knockdown, Defense, Boost	Melee, Minor Damage, Lethal, Self, +DEF, Melee, Lethal
You can use this power to Parry incoming melee attacks. The Parry itself does minor damage, but every successful hit will increase your Defense against melee and lethal attacks for a short while. Damage: Minor. Recharge: Fast										
Confront	Click	Foe	0	2.17	3	Character	—	—	Range, Boost, Knockback, Boost, Knockdown, Defense, Boost	Ranged, Foe, Taunt
Challenges a foe to attack you. Useful to pull a villain off an ally who finds himself in over his head. Recharge: Fast										
Whirling Sword	Click	Foe	13	2.87	14	Sphere	8	10	Accuracy, Boost, Damage, Boost, Knockback, Boost, Knockdown, Defense, Boost	PB, Acc, Melee, Moderate Damage, Lethal, Foe, DEF
You perform a Whirling Sword maneuver, attacking all foes in melee range. This attack wounds your opponents, causing them to take minor damage over time and reduces their defense. Damage: Moderate. Recharge: Slow										
Disembowel	Click	Foe	10.192	2.87	10	Character	—	—	Accuracy, Boost, Damage, Boost, Knockback, Boost, Knockdown, Defense, Boost	Melee, Superior Damage, Lethal, Knockdown, Foe, DEF
You perform a powerful Disemboweling maneuver that deals a great amount of damage, and can knock a target up into the air. This attack can reduce a target's Defense, making him easier to hit. Damage: Superior. Recharge: Slow										
Head Splitter	Click	Foe	13.52	2.87	14	Cone	10	5	Accuracy, Boost, Damage, Boost, Knockback, Boost, Knockdown, Defense, Boost	Melee, Extreme Damage, Lethal, Foe, Knockback, DEF
You perform a devastating Head Splitter attack that deals a massive amount of damage and can even knock a foe down to the ground and reduce its Defense. This attack has an exceptionally good critical hit capability, better than other Broadsword attacks, that can sometimes deal double damage. The power of this attack can actually extend a short distance through multiple foes. Damage: Extreme. Recharge: Slow										














#### CLAWS

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Swipe	Click	Foe	3.3696	2.43	1.2	Character	—	—	Accuracy, Boost, Damage, Boost, Knockback, Boost, Knockdown, Defense, Boost	Melee, Minor Damage, Lethal
A series of quick Swipes with your claws does minor damage, but has a very quick recharge rate. Damage: Minor/DOT. Recharge: Very Fast										
Strike	Click	Foe	4.5344	1.33	3.2	Character	—	—	Accuracy, Boost, Damage, Boost, Knockback, Boost, Knockdown, Defense, Boost	Melee, Moderate Damage, Lethal
You perform a Strike with your claws. This is a basic attack that deals a moderate amount of damage. Damage: Moderate. Recharge: Fast										
Slash	Click	Foe	5.8556	2.43	4.8	Character	—	—	Accuracy, Boost, Damage, Boost, Knockback, Boost, Knockdown, Defense, Boost	Melee, Moderate Damage, Lethal, Foe, DEF
You perform a Slash with your claws, dealing a good amount of damage, but with a longer recharge rate than Swipe or Strike. This attack can reduce a target's Defense, making him easier to hit. Damage: Moderate. Recharge: Fast										
Spin	Click	Foe	13.52	2.07	14	Sphere	8	10	Accuracy, Boost, Damage, Boost, Knockback, Boost, Knockdown, Defense, Boost	PB, Acc, Melee, Moderate Damage, Lethal
You spin around in a circle, attacking everyone within melee range with a Strike attack. Damage: Moderate. Recharge: Slow										

## CLAWS CONT.

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX #OF TARGETS	ENH TYPES	POWER TYPE
 Follow Up	Click	Foe	78	163	12	Character	—	—	Accuracy, Boost, (Damage, Boost, (Recharge, Boost, (EnduranceDiscount, Boost, (Knockback, Boost, (Range, Boost, (Taunt, Boost, (Recharge, Boost	Melee, Moderate DMG (Lethal), Self +DMG
 Confront	Click	Foe	0	243	3	Character	—	—	Range, Boost, (Taunt, Boost, (Recharge, Boost	Ranged, Foe Taunt
 Challenges a foe to attack you. Useful to pull a villain off an ally who finds himself in over his head. Recharge: Fast										
 Focus	Click	Foe	71988	153	6.4	Character	—	—	Accuracy, Boost, (Damage, Boost, (Recharge, Boost, (Knockback, Boost, (Range, Boost	Ranged, High DMG (Lethal), Knockback
 Projects a burst of focused power that you can project a short distance. Focus deals high damage and can possibly knock down your foe. Damage: High. Recharge: Moderate										
 Eviscerate	Click	Foe	10192	217	10	Cone	5	5	Accuracy, Boost, (Damage, Boost, (Recharge, Boost, (Knockback, Boost	Melee (Core), Superior DMG (Lethal), +Special
 You spin and slash violently, eviscerating all foes in a wide arc in front of you. This attack has an exceptionally good critical hit capability, better than other Claw attacks, that can sometimes deal double damage. Damage: Superior. Recharge: Slow										
 Shockwave	Click	Foe	13	153	13.5	Cone	30	10	Accuracy, Boost, (Damage, Boost, (Recharge, Boost, (Knockback, Boost	Melee (Core), Moderate DMG (Lethal), Foe Knockback
 Projects a Shockwave of focused power that can travel a short distance. Shockwave travels in a wide arc in front of you dealing moderate damage and, possibly knocking back foes. Damage: Moderate. Recharge: Slow										

## DARK MELEE

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX #OF TARGETS	ENH TYPES	POWER TYPE
 Shadow Punch	Click	Foe	4368	057	3	Character	—	—	Accuracy, Boost, (Damage, Boost, (Recharge, Boost, (Knockback, Boost, (Taunt, Boost	Melee, Minor DMG (Smash) (Negative), Foe -ACC
 Fists with Negative Energy channeled from the Netherworlds, then perform a quick punch that deals minor damage. Shadow Punches cloud the target's vision, lowering his Accuracy for a short time. Damage: Minor. Recharge: Fast										
 Smite	Click	Foe	6864	097	6	Character	—	—	Accuracy, Boost, (Damage, Boost, (Recharge, Boost, (Knockback, Boost	Melee, Moderate DMG (Smash) (Negative), Foe -ACC
 Fists with Negative Energy channeled from the Netherworlds, then perform a Smite that deals more damage than Shadow Punch, but has a longer recharge time. Smite clouds the target's vision, lowering his Accuracy for a short time. Damage: Moderate. Recharge: Moderate										
 Shadow Maul	Click	Foe	8528	307	8	Cone	5	5	Accuracy, Boost, (Damage, Boost, (Recharge, Boost, (Knockback, Boost	Melee (Core), High DOT (Smash) (Negative), Foe -ACC
 You wrap your entire arms with Negative Energy channeled from the Netherworlds, then perform a series of blows that deal a lot of damage over a short period of time to multiple targets in front of you. These blows cloud your target's vision, lowering his Accuracy for a short time. Damage: Moderate										
 Touch of Fear	Click	Foe	8528	117	8	Character	—	—	Accuracy, Boost, (Recharge, Boost, (EnduranceDiscount, Boost, (Knockback, Boost	Melee Fear, Foe -ACC
 and with but a touch, you can give your enemy a glimpse into this dark world. This will cause them to helplessly tremble in fear. Foes in this state of panic have reduced Accuracy. Recharge: Moderate										
 Siphon Life	Click	Foe	1196	193	15	Character	—	—	Accuracy, Boost, (Damage, Boost, (Recharge, Boost, (Knockback, Boost	Melee, Moderate DMG (Negative), Foe -ACC, Self +HP
 You tap the power of the Netherworld and create a life transferring conduit between a foe and yourself. This will transfer Hit Points from your enemy to yourself. Foes Siphoned in this manner have their Accuracy reduced. Damage: Moderate. Recharge: Slow										
 Confront	Click	Foe	0	167	3	Character	—	—	Range, Boost, (Taunt, Boost, (Recharge, Boost	Ranged, Foe Taunt
 Useful to pull a villain off an ally who finds himself in over his head. Recharge: Fast										
 Dark Consumption	Click	Foe	052	103	180	Sphere	8	10	Accuracy, Boost, (Damage, Boost, (Recharge, Boost, (Knockback, Boost	PBAE Moderate DMG (Negative), Self +End
of the Netherworld allows you to tap the essence of your foe's soul and transfer it to yourself. This will drain the Hit Points of your enemy and add to your Endurance. Damage: Moderate. Recharge: Very Long										
Soul Drain	Click	Foe	156	237	120	Sphere	10	7	Accuracy, Boost, (Damage, Boost, (Recharge, Boost, (Knockback, Boost	PBAE Moderate DMG (Negative), Self +DMG, +ACC Using this
power, you can drain the essence of all nearby foes' souls, thus increasing your own strength. Each affected foe will lose some Hit Points and add to your Damage and Accuracy. Damage: Moderate. Recharge: Very Long										
Midnight Grasp	Click	Foe	1196	207	15	Character	—	—	Accuracy, Boost, (Damage, Boost, (Recharge, Boost, (Knockback, Boost	Melee, Superior DMG (Negative), Foe Immobilize -ACC
Mastery over the forces of the Netherworld allows you to create dark tentacles that can immobilize a foe and continuously drain his life force. Damage: Superior (DOT), Recharge: Slow										



**MARTIAL ARTS**

## MARTIAL ARTS CONT.

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Cane Kick	Click	Foe	8.528	2	8	Character	—	—	Accuracy, Boost, (Damage Boost, Kneelance/Discount Boost, Knockback Boost, Recharge Boost	Melee, High DMG(Smash), Knockback
You can perform a slow, high damage kick that will likely knock your target back. Damage: High. Recharge: Moderate										
Warrior's Challenge	Click	Foe	0	2.67	3	Character	—	—	Range Boost, (Taunt Boost, Recharge Boost	Ranged, Foe Taunt
Challenges a foe to attack you. Useful to pull a villain off an ally who finds himself in over his head. Recharge: Fast										
Crippling Axe Kick	Click	Foe	5.2	2.17	4	Character	—	—	Accuracy, Boost, (Damage Boost, Kneelance/Discount Boost, Immobilized Boost, Kneelance Boost, KSlow Boost	Melee, Minor DMG(Smash), Foe Immobilize, SPD, Fly
You can perform a Crippling Axe Kick that deals minor smashing damage, but has a chance to immobilize your target, as well as slowing their run speed. Crippling Axe Kick may also knock some flying entities out of the sky. Damage: Minor. Recharge: Fast										
Dragons Tail	Click	Foe	13	1.67	14	Sphere	8	10	Accuracy, Boost, (Damage Boost, Kneelance Boost, Kneelance/Discount Boost, Knockback Boost	PBAOE Melee, Moderate DMG(Smash), Foe Knockback
This low spinning kick deals the same damage as Thunder Kick, but has a chance to hit all enemies in melee range. Successful hits will trip and knock down your opponents. Damage: Moderate. Recharge: Slow										
Eagles Claw	Click	Foe	10.4	3	10	Character	—	—	Accuracy, Boost, (Damage Boost, Kneelance/Discount Boost, KStunned Boost, Recharge Boost	Melee, Superior DMG(Smash), Foe Minor Disorient, +Special
You can perform a devastating kick that can severely Disorient most opponents. Eagle's Claw has an exceptionally good critical hit capability, better than other Martial Arts attacks, that can sometimes deal double damage. Damage: Superior. Recharge: Slow										

## QUILLS

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Barb Swipe	Click	Foe	3.536	2.43	1.5	Character	—	—	Accuracy, Boost, (Damage Boost, Kneelance/Discount Boost, Kneelance Boost, KSlow Boost	Melee, Minor DMG(Lethal), DoT(Toxic), SPD, Recharge, Shred your opponent with several quick swipes from your Spines. Barb Swipe deals minor damage over time. Spine poison deals additional Toxic damage and slows affected foes. Damage: Minor(DOT), Recharge: Very Fast
Lunge	Click	Foe	5.2	1.63	4	Character	—	—	Accuracy, Boost, (Damage Boost, Kneelance Boost, Kneelance/Discount Boost, KSlow Boost	Melee, Moderate DMG(Lethal), DoT(Toxic), SPD, Recharge
Lunge forward, stabbing and poisoning a foe with the large Spine on your arm. Lunge deals moderate damage. Spine poison deals additional Toxic damage and slows affected foes. Damage: Moderate. Recharge: Fast										
Spine Burst	Click	Foe	15.184	3	16	Sphere	15	10	Accuracy, Boost, (Damage Boost, Kneelance Boost, Kneelance/Discount Boost, KSlow Boost	PBAOE Melee, Moderate DMG(Lethal), DoT(Toxic), SPD, Recharge
You can fling dozens of Spines in all directions. These Spines only travel a short distance, but they can deal moderate damage and poison any target close to you. Spine poison deals additional Toxic damage and slows affected foes. Damage: Moderate. Recharge: Slow										
Build Up	Click	Caster	5.2	0.73	90	Character	—	—	Endurance/Discount Boost, Kneelance Boost, (Buff ToHit Boost	Self +DMG, +ACC
Greatly increases the amount of damage you deal for a few seconds, as well as slightly increasing your Accuracy. Recharge: Long										
Impale	Click	Foe	5.2	2.43	8	Character	—	—	Accuracy, Boost, (Damage Boost, Kneelance Boost, Kneelance/Discount Boost, Kneelance Boost, KSlow Boost, KImmobilized Boost, KRange Boost, KSlow Boost, Ranged, High DMG(Lethal), DoT(Toxic), Immobilize, Recharge, Fly	Melee, Moderate DMG(Lethal), DoT(Toxic), SPD, Recharge, Moderate, Impale can also bring down flying entities. Damage: Moderate, Recharge: Moderate
You can throw a single large Spine at a targeted foe. This Spine does only moderate damage, but carries a large amount of the Spine toxin. A successful attack can completely immobilize most foes, as well as slowing them and dealing Toxic poison damage. Impale can also bring down flying entities. Damage: Moderate, Recharge: Moderate										
Confront	Click	Foe	0	2.43	3	Character	—	—	Range Boost, (Taunt Boost, Recharge Boost	Ranged (Targeted AoE) Foe Taunt
Challenges a foe to attack you. Useful to pull a villain off an ally who finds himself in over his head. Recharge: Fast										
Quills	Toggle	Foe	1.04	0.73	15	Sphere	8	10	Accuracy, Boost, (Damage Boost, Kneelance Boost, Kneelance/Discount Boost, KSlow Boost	Toggle: PBAOE, Minor DoT(Lethal), Foe, Speed, Recharge
While this power is active, you will constantly fire dozens of Spines in all directions. These Spines do minor damage, but can poison all foes in close range. Spine poison slows affected foes. Damage: Minor(DOT), Recharge: Slow										
Ripper	Click	Foe	11.024	2.17	11	Cone	5	5	Accuracy, Boost, (Damage Boost, Kneelance Boost, Kneelance/Discount Boost, Kneelance Boost, KSlow Boost	Melee (Cone), High DMG(Lethal), DoT(Toxic), Knockback, SPD, Recharge
You can unleash a spectacular slashing maneuver that attacks all villains in a wide arc in front of you. Ripper deals massive damage and poisons multiple targets. It can even knock foes down. Spine poison slows affected targets and deals additional Toxic damage. Damage: High. Recharge: Slow										
Throw Spines	Click	Foe	13	1.63	12	Cone	30	10	Accuracy, Boost, (Damage Boost, Kneelance Boost, Kneelance/Discount Boost, KRange Boost, KSlow Boost	Ranged (Cone), Moderate DMG(Lethal), DoT(Toxic), SPD, Recharge
You can throw dozens of Spines in a wide cone in front of you, impaling foes caught within the range. Spine throwing deals moderate damage, and poisons any targets it hits. Spine poison deals additional Toxic damage and slows affected foes. Damage: Moderate. Recharge: Slow										





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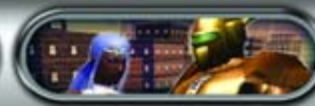
## SECONDARY POWERS

### DARK ARMOR

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST COST	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Dark Embrace You tap into the energy of the Netherworld to protect yourself from damage. This Dark Embrace shrouds you and grants resistance to lethal, Smashing, and Negative Energy damage. Recharge: Fast	Toggle	Caster	0.104	0.67	4	Character	—	—	EnduranceDiscount, Boost, KRecharge, Boost, KRes, Damage, Boost	Toggle: Self -ResSmash, Lethal, Negative, Toxic
Death Shroud You become a focus point for the Netherworld, allowing its Negative Energy to seep from your body. This will continuously damage all foes in melee range. Damage: Minor(DOT), Recharge: Fast	Toggle	Foe	1.04	1.17	4	Sphere	8	10	Accuracy, Boost, KRecharge, Boost, KEnduranceDiscount, Boost, KDamage, Boost	Toggle: PBAoE Minor(DoT)(Negative)
Murky Cloud You create a Murky Cloud enshrouding you. This cloud can absorb all forms of energy, making you more resistant to Fire, Cold, Energy, and Negative Energy attacks, as well as Endurance Drain effects. Recharge: Fast	Toggle	Caster	0.104	1.17	4	Character	—	—	EnduranceDiscount, Boost, KRecharge, Boost, KRes, Damage, Boost	Toggle: Self -ResFire, Cold, Energy, Negative, End Drain
Obsidian Shield You can create a special Obsidian Shield that grants good resistance to Psionic damage. With your mind enshrouded in darkness you are protected from Sleep, Fear, Hold and Disorient attacks. Recharge: Fast	Toggle	Caster	0.104	1.17	4	Character	—	—	EnduranceDiscount, Boost, KRecharge, Boost, KRes, Damage, Boost	Toggle: Self -ResPsionic, Sleep, Hold, Disorient, Fear
Dark Regeneration You can tap the dark essence of the Netherworld to drain a small amount of life from all enemies nearby, thus healing yourself. The more foes affected, the more you will be healed. Damage: Minor, Recharge: Slow	Click	Foe	3.38	1.17	30	Sphere	20	10	EnduranceDiscount, Boost, KAccuracy, Boost, KRecharge, Boost, KHeal, Boost, KDamage, Boost	PBAoE Minor DMG(Negative), Self -HP
Cloak of Darkness A shroud of Netherworld darkness envelops you, making you difficult to spot at a distance. You can be seen only at close range, or if you attack a target. Even if seen, the Cloak of Darkness grants you a bonus to Defense to all attacks and some protection from Immobilization. This Netherworld Cloak also allows you to see things in a new light, allowing you to better see stealthy foes. Unlike some stealth powers, Cloak of Darkness has no movement penalty. Cloak of Darkness will not work with any other form of Concealment power such as Shadow Fall or Steamy Mist. Recharge: Slow	Toggle	Caster	0.13	1.17	20	Character	—	—	EnduranceDiscount, Boost, KRecharge, Boost, KDef, Defense, Boost	Toggle: Self Stealth -+DEF(All) -+Perception, Res (Immobilize)
Cloak of Fear You can wrap yourself in a nightmarish Cloak of Fear. Foes close to you are treated to visions most horrific, forcing them to tremble in terror, only attacking if attacked, and even then, at reduced Accuracy. Recharge: Fast	Toggle	Foe	2.6	1.17	4	Sphere	8	10	Accuracy, Boost, KRecharge, Boost, KEnduranceDiscount, Boost, KDebuff, ToHit, Boost, KFear, Boost	Toggle: PBAoE Foe Fear -ACC
Oppressive Bloom The Netherworld has many mutable properties, such as the Oppressive Bloom. This power allows you to use your own Hit Points to keep enemies near you Disoriented and unable to use any powers. Endurance cost for this is minimal, but the power can be dangerous to use. Recharge: Moderate	Toggle	Foe	0.156	1.17	8	Sphere	8	10	Accuracy, Boost, KRecharge, Boost, KEnduranceDiscount, Boost, KStunned, Boost	Toggle: PBAoE Foe Disorient, Self -HP
Soul Transfer Should you fall in battle, you can perform a Soul Transfer, sucking the life force of all foes around you to bring yourself back from the brink of death. The more foes nearby, the more life is restored to you. Drained foes are left Disoriented. The dark effects of this Soul Transfer will actually leave you invulnerable for a brief time, and protected from XP Debt for 20 seconds. There must be at least one foe nearby to fuel the Transfer and revive yourself. Damage: Moderate, Recharge: Very Long	Click	Foe	0	1.17	300	Sphere	25	10	Recharge, Boost, KHeal, Boost, KRecovery, Boost, KDamage, Boost, KStunned, Boost	Self Res, Special

### INVULNERABILITY

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST COST	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Resist Physical Damage You are naturally tough and inherently resistant to Smashing and lethal damage. This power is always on, and costs no Endurance.	Auto	Caster	0	0	0	Character	—	—	Res, Damage, Boost	Auto: Self -Res Smash, Lethal
Temp Invulnerability When you toggle on this power, you become highly resistant to Smashing and lethal damage. Recharge: Fast	Toggle	Caster	0.13	0.67	2	Character	—	—	EnduranceDiscount, Boost, KRecharge, Boost, KRes, Damage, Boost	Toggle: Self -ResSmash, Lethal
Dull Pain You can activate this power to increase your maximum Hit Points for a short time. Recharge: Very Long	Click	Caster	10.4	0.73	360	Character	—	—	EnduranceDiscount, Boost, KRecharge, Boost, KHeal, Boost	Self Heal -+Max HP
Resist Elements You are naturally very resistant to the elements and always take less Fire, Cold and Toxic Damage. This power is always on and costs no Endurance.	Auto	Caster	0	0	0	Character	—	—	Res, Damage, Boost	Auto: Self -ResFire, Cold, Toxic







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### SUPER REFLEXES

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH. TYPES	POWER TYPE
<p> Focused Fighting</p> <p>You become more evasive to melee attacks while you have Focused Fighting activated. This will increase your Defense versus melee as long as it is active. Your Focus also offers you resistance to Confuse effects and Debuffs to Defense. Recharge: Fast</p>	Toggle	Caster	0.13	0.67	4	Character	—	—	EnduranceDiscount_Boost, KnockCharge_Boost, Buff_Defense_Boost	Toggle: Self → DEF(Melee), Res(Confuse, Debuff DEF)
<p> Focused Senses</p> <p>You become more evasive against ranged attacks while you have Focused Senses activated. This will increase your Defense versus ranged attacks as long as it is active. Your Improved Senses also allow you to perceive stealthy foes as well as resist Defense Debuffs. Recharge: Fast</p>	Toggle	Caster	0.13	2.03	4	Character	—	—	EnduranceDiscount_Boost, KnockCharge_Boost, Buff_Defense_Boost	Toggle: Self → DEF(Ranged), +Perception, Res(Debuff DEF)
<p> Agile</p> <p>You become innately more Agile, and are able to naturally avoid some ranged attacks and resist Defense Debuffs. Your Agility also grants you minor Damage Resistance to all damage except Toxic and Psionic. This Damage Resistance is only available as you lose Health but it improves as your HP declines. This power is always on, and will permanently increase your Defense versus ranged attacks.</p>	Auto	Caster	0	0	0	Character	—	—	Buff_Defense_Boost	Auto: Self → DEF(Ranged), Res(Debuff DEF), Res(Damage, Special)
<p> Practiced Brawler</p> <p>Your training has allowed you to become a Practiced Brawler, turning you into a perfect fighting machine. You gain a resistance to Knockback, Disorient, Hold, Sleep, and Immobilization powers for a short duration. Recharge: Very Long</p>	Click	Caster	10.4	1.53	200	Character	—	—	EnduranceDiscount_Boost, KnockCharge_Boost	Self → Res(Knockback, Disorient, Hold, Sleep, Immobilize)
<p> Dodge</p> <p>You have the ability to innately Dodge some melee attacks and you resist Defense Debuffs. Dodge also grants you minor Damage Resistance to all damage except Toxic and Psionic. This Damage Resistance is only available as you lose Health but it improves as your HP declines. This power is always on, and will permanently increase your Defense versus melee attacks.</p>	Auto	Caster	0	0	0	Character	—	—	Buff_Defense_Boost	Auto: Self → DEF(Melee), Res(Debuff DEF), Res(Damage, Special)
<p> Quickness</p> <p>Your Quick reflexes allow you to move faster than normal, as well as resist slow effects. This power is always on and permanently increases your attack rate and movement speed.</p>	Auto	Caster	0.13	0.00	0	Character	—	—	SpeedRunning_Boost	Auto: Self → Recharge → SPD, Res(Slow)
<p> Lucky</p> <p>Your superior reflexes make you seem incredibly Lucky. Lucky improves your Defense to Area of Effect attacks and grants you resistance to Defense Debuffs. Lucky also grants you minor Damage Resistance to all damage except Toxic and Psionic. This Damage Resistance is only available as you lose Health but it improves as your HP declines. This power is always on, and permanently increases your chance to evade area effects and cone shaped attacks.</p>	Auto	Caster	0	0	0	Character	—	—	Buff_Defense_Boost	Auto: Self → DEFs, AoE, Res(Debuff DEF), Res(Damage, Special)
<p> Evasion</p> <p>You are Evasive against area effect and cone shaped attacks. This power increases your Defense versus such attacks as long as it is active. Evasion also helps you resist Defense Debuffs. Recharge: Fast</p>	Toggle	Caster	0.13	3	4	Character	—	—	EnduranceDiscount_Boost, KnockCharge_Boost, Buff_Defense_Boost	Toggle: Self → DEFs, AoE, Res(Debuff DEF)
<p> Elude</p> <p>You can improve your reflexes, making yourself so quick you can Elude almost any attack, be it ranged, melee, or area effect. Your running speed, Jumping height, and Endurance Recovery are also increased. Elude also grants you high resistance to Defense Debuffs. When Elude wears off, you are left drained of all Endurance and unable to Recover Endurance for a while. Recharge: Slow</p>	Click	Caster	26	2.00	1000	Character	—	—	EnduranceDiscount_Boost, KnockCharge_Boost, Buff_Defense_Boost, SpeedRunning_Boost, Recovery_Boost	Self → DEF + SPD, +Recovery, Res(Debuff DEF), +Special



# SCRAPPER ANCILLARY POWER TABLES

## BODY MASTERY

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX #OF TARGETS	ENH TYPES	POWER TYPE
Conserve Power	Click	Caster	9.75	1.17	600	Character	—	—	EnduranceDiscount, Boost, kRecharge, Boost	Self Endurance Discount
You can focus for a moment to Conserve your Endurance. After activating this power, you expend less Endurance on all other powers for a while. Recharge: Very Long										
Focused Accuracy	Toggle	Caster	0.585	1.17	10	Character	—	—	EnduranceDiscount, Boost, kRecharge, Boost, kBuff, ToHit, Boost	Toggle: Self +ACC, +Perception, ResDebuff (DHI)
When this power is activated, the Hero focuses his senses to dramatically improve his accuracy. Additionally, Focused Accuracy increase your Perception, allowing you to better see stealthy foes. It also grants you resistance to powers that Debuff your Accuracy. Focused Accuracy is a toggle power and must be activated and deactivated manually. Like all toggle powers, while active, Focused Accuracy drains Endurance while active. Recharge: Slow										
Laser Beam Eyes	Click	Foe	6.5	1.67	6	Character	—	—	Accuracy, Boost, kDamage, Boost, kEnduranceDiscount, Boost, kRange, Boost, kRecharge, Boost, kDebuff, Defense, Boost	Ranged, Moderate DMG (Energy), Foe, DEF
You can emit Laser Beams from your eyes, dealing moderate Energy damage. This attack can reduce the target's Defense. You must have Conserve Power or Focused Accuracy before selecting this power. Damage: Moderate, Recharge: Fast										
Energy Torrent	Click	Foe	14.82	1.07	24	Cone	40	10	Accuracy, Boost, kDamage, Boost, kRecharge, Boost, kEnduranceDiscount, Boost, kKnockback, Boost, kRange, Boost	Ranged (Cone), Minor DMG (Energy), Smash, Foe, Knockback
Energy Torrent unleashes a cone of powerful energy that can smash foes and possibly send them flying. You must have two other Body Mastery Powers before selecting this power. Damage: Minor, Recharge: Slow										

## DARKNESS MASTERY

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX #OF TARGETS	ENH TYPES	POWER TYPE
Torrent	Click	Foe	17.94	1.03	15	Cone	60	10	Accuracy, Boost, kDamage, Boost, kRecharge, Boost, kEnduranceDiscount, Boost, kDebuff, ToHit, Boost, kKnockback, Boost, kRange, Boost	Ranged (Cone), Minor DMG (Smashing), Foe, ACC, Knockback
You summon a wave of mire that sweeps away foes within its arc. The attack deals minimal Negative Energy damage, but sends foes flying and reduces their Accuracy. Damage: Minor, Recharge: Slow										
Perturbing Gaze	Click	Foe	9.75	1.67	32	Character	—	—	Accuracy, Boost, kRecharge, Boost, kEnduranceDiscount, Boost, kRange, Boost, kHold, Boost	Ranged Hold
The victim is held and defenseless. Recharge: Slow										
Dark Blast	Click	Foe	6.5	1	6	Character	—	—	Accuracy, Boost, kDamage, Boost, kRecharge, Boost, kEnduranceDiscount, Boost, kRange, Boost, kDebuff, ToHit, Boost	Ranged, Moderate DMG (Negative), Foe, ACC
Blast of dark energy. Deals moderate Negative Energy damage and reduces the target's Accuracy. You must have Torrent or Perturbing Gaze before selecting this power. Damage: Moderate, Recharge: Fast										
Terebrous Tentacles	Click	Foe	12.74	1.67	20	Cone	40	10	Accuracy, Boost, kDamage, Boost, kRecharge, Boost, kEnduranceDiscount, Boost, kDebuff, ToHit, Boost, kImmobilized, Boost, kRange, Boost	Ranged (Cone), Moderate DMG (Negative), Smash, Foe, Immobilize, ACC
You can create a cone shaped rift to the Netherworld that allows is native creatures to slip their only Tentacles into our reality. These creatures will stare all foes within range, immobilizing them while the Tentacles drain their life and reduce their Accuracy. You must have two other Darkness Mastery Powers before selecting this power. Recharge: Slow										

## WEAPON MASTERY

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX #OF TARGETS	ENH TYPES	POWER TYPE
Web Grenade	Click	Foe	9.75	1.37	8	Character	—	—	Accuracy, Boost, kRecharge, Boost, kEnduranceDiscount, Boost, kImmobilized, Boost, kRange, Boost	Ranged, Target Immobilize, Recharge, Fly
Upon impact, the Web Grenade expels a strong, tenacious, and very sticky substance that can immobilize most targets. This non-lethal device deals no damage and does not prevent targets from attacking, although their attack rate is slowed. The Web can bring down flying entities and halts jumping. Recharge: Fast										
Caltrop	Click	Caster	9.75	1.07	45	Location	—	—	Recharge, Boost, kEnduranceDiscount, Boost, kRange, Boost, kDamage, Boost, kSlow, Boost	Ranged (Location AoE), Minor DoT (Lethal), Foe, Speed
You toss a handful of Caltrops at a targeted location and spread the tiny metal spikes over a large area. Any villains that pass over the Caltrops will be forced to move at a slower rate. They will also take some trivial Lethal damage over time. Damage: Minor DoT, Recharge: Slow										
Stunken	Click	Foe	5.46	1.07	3	Character	—	—	Accuracy, Boost, kDamage, Boost, kEnduranceDiscount, Boost, kRange, Boost, kRecharge, Boost	Ranged, Minor DMG (Lethal)
A classic small throwing weapon, you can throw Stunkeners at a pretty fast fire rate. You must have Web Grenade or Caltrop before selecting this power. Damage: Minor, Recharge: Fast										
Exploding Stunken	Click	Foe	18.98	1.07	32	Sphere	10	10	Accuracy, Boost, kDamage, Boost, kEnduranceDiscount, Boost, kRange, Boost, kRecharge, Boost	Ranged (Targeted AoE), Moderate DMG (Lethal)
This small throwing star is rigged to explode on impact. You must have two other Weapon Mastery Powers before selecting this power. Damage: Moderate, Recharge: Moderate										





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# TANKER

## ABUSE MAGNET FOR HIRE

**Primary Power Set:** Defense

**Secondary Power Set:** Melee

If the Tanker has one goal in life it's to take *massive* amounts of abuse, shrug it off, and ask for seconds. Storming into battle with no regard for his own hide, it's his job to control the immediate area in order to keep the remainder of the team fairly safe from abuse.

Since your job is to take the punches (hundreds of them, in fact), your offensive abilities take a backseat to your primary, defensive function. But that doesn't exactly make the Tanker a slouch in the damage department; while his damage output lags behind that of the Scrapper and Blaster, he can more than hold his own in fights.

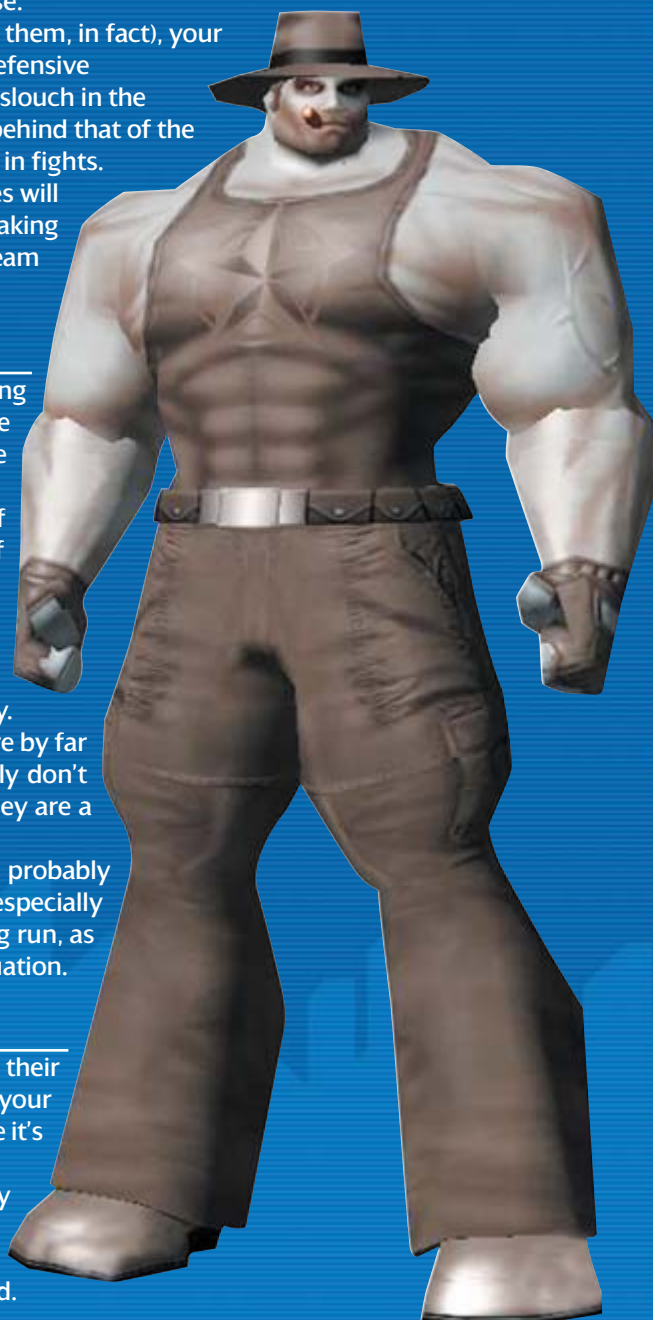
A Tanker serves as the heart of a team. Most battles will go far more smoothly with a Tanker than without, making them one of the most valuable Archetypes (from a team perspective) in the game.

### TANKER PROS

- The Tanker is the centerpiece of any team, leading the charge into the fight—if you like being at the center of the superhero universe, this is the Archetype for you.
- A Tanker's damage output may lag behind that of the Scrapper, but he can mix it up with the best of them in a fight.
- Depending on your build type, you can take all the abuse an enemy can hand out, but you are also great for inflicting serious DoT with Fiery Aura-specced powers coupled with Invulnerability.
- Tankers make a good soloing class because they're by far the hardest Archetype to kill. While they probably don't match up to the Scrapper in sheer solo ability, they are a close second.
- As a side-effect of the Tanker's durability, you'll probably accrue a lot less debt than other Archetypes (especially Blasters who tend to be debt magnets) in the long run, as long as you know when to pull out of a losing situation.

### TANKER CONS

- Tankers require that players pay attention to their surroundings. If you aren't extremely aware of your surroundings, the Tanker may not be for you since it's your job to keep the heat off your teammates.
- Tankers can develop a "God" complex in that they think they can simply keep adding mobs, then waltz away without a scratch—be wary of this, especially when there aren't any Defenders around.



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- The Tanker completely lacks ranged attacks. This means that anyone or thing he wants to strike must be within melee range—in other words, you won't be reaching out and crushing someone from more than your immediate vicinity.

## TANKER SAMPLE BUILD

### BUILDING A FIRE: PUTTING THE TANKER ON ICE

This sample Tanker build is a lot of fun to play, for it gives you decent defense and powerful attacks. Tankers typically are the leaders of a group; they tend to determine what area to move into next and what groups of enemies to attack. They should always be at the frontline absorbing as much abuse as possible for the team. The Fire-Ice Tanker is a powerhouse when it comes to dishing out punishment. Harnessing the chill powers of Ice Melee, he can slow and knock down his opponents in bunches, then light them up with furious, fiery wrath.

Primary Powers—Defense: Fiery Aura

Secondary Powers—Melee: Ice Melee

#### DEFAULT ABILITIES

##### Level 1

Free Default Ability: Brawl  
Slot: Damage  
Free Default Ability: Sprint  
Slot: Endurance Reduction

##### Level 2

Free Default Ability: Rest  
Slot: Recharge Reduction

#### POWERS

##### Level 1

New Primary Power: Blazing Aura  
Slot: Endurance Reduction  
New Secondary Power: Frozen Fists  
Slot: Accuracy

##### Level 2

New Primary Power: Healing Flames  
Slot: Recharge Reduction

##### Level 3

Two Additional Slots  
Blazing Aura: Damage (2x)

##### Level 4

New Secondary Power: Taunt  
Slot: Recharge Reduction

##### Level 5

Two Additional Slots  
Healing Flames: Healing (2x)

##### Level 6

New Speed Power: Hasten  
Slot: Recharge Reduction

##### Level 7

Two Additional Slots  
Hasten: Recharge Reduction (2x)

##### Level 8

New Primary Power: Consume  
Slot: Recharge Reduction

##### Level 9

Two Additional Slots  
Frozen Fists: Damage (2x)

##### Level 10

New Leaping Power: Combat Jumping  
Slot: Endurance Reduction

##### Level 11

Two Additional Slots  
Consume: Accuracy  
Consume: Endurance Reduction

##### Level 12

New Fitness Power: Swift  
Slot: Run Speed

##### Level 13

Two Additional Slots  
Blazing Aura: Accuracy  
Frozen Fists: Damage

##### Level 14

New Leaping Power: Super Jump  
Slot: Jump

##### Level 15

Two Additional Slots  
Blazing Aura: Taunt  
Blazing Aura: Damage

##### Level 16

New Fitness Power: Health  
Slot: Healing

##### Level 17

Two Additional Slots  
Health: Healing  
Combat Jumping: Defense Buff

##### Level 18

New Primary Power: Burn  
Slot: Recharge Reduction

##### Level 19

Two Additional Slots  
Burn: Damage (2x)

##### Level 20

New Fitness Power: Stamina  
Slot: Endurance Recovery

##### Level 21

Two Additional Slots  
Stamina: Endurance Recovery (2x)

##### Level 22

New Secondary Power: Ice Patch  
Slot: Recharge Reduction

##### Level 23

Two Additional Slots  
Ice Patch: Recharge Reduction (2x)

##### Level 24

New Fighting Power: Boxing  
Slot: Accuracy

##### Level 25

Two Additional Slots  
Ice Patch: Endurance Reduction  
Burn: Damage

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## LEVELING AND HUNTING STRATEGIES

### SOLO

#### Levels 1–10

Being a Tanker is pretty straightforward—get into your enemy's face and start fighting. You are built to take on many foes at once and to outlast them. In your early levels, you are dependant on whatever attacks you have, namely Brawl, Frozen Fists, and Blazing Aura, to deal damage. These powers recharge fast, so just keep rotating through them to deal consistent damage. Use Hasten to improve your attack rate, use Healing Flame and Consume to recover hit points, and use endurance when you start getting low. You should be able to walk into a group of three to four equal-level foes and easily dispatch them. It's really a simple punch-out match at this point. You can keep Blazing Aura on at all times, as it drains very little endurance.

#### Levels 11–20

Not much changes until you hit Level 18. Before then, you're just building your defenses and combat resilience with various support powers. Super Jump is a fun travel power and is great for making quick emergency exits—make sure you can quickly turn it on to make your getaway.

#### Levels 21–30

The second power of your main combo comes at Level 22: Ice Patch. This is a great defensive power that creates a circular area of ice that causes any enemy standing on it to slip and fall in place. Use this in combination with Burn to give you a powerful one-two punch, taking out many enemies with little risk to you. When used effectively, this combination cooks your enemies. It's great fun and very effective. Slot

Ice Patch with Recharge Reduction so you can always cast a new Ice Patch before the effect runs out. Use Taunt to keep your enemies close, then Burn them to a crisp.

You also work on building up your defense, which is where the Fighting power set comes in. Boxing gives you a good single target attack, while Tough makes you more resistant to Lethal and Smashing damage. Weave greatly boosts your defense, making you much harder to hit.

#### Levels 31–50

As you reach higher levels, you face enemies with strong stun attacks that will shut down your toggles. This is a scary thing for Tankers, as most of their defensive advantage comes from toggle powers. In these levels, you'll mainly be picking up different resistance powers to help avoid these dangerous situations. Acrobatics gives you resistance to Hold and Knockback attacks, while Fire and Plasma Shield give you resistance to Disorient and Sleep effects. As a Tanker, it is important to learn which enemies can hit you with these effects and have the proper toggle on before engaging them. You can't have all your toggles on, however, as it drains too much of your endurance, making you unable to use attack powers effectively. The addition of the Stone Mastery epic powers allows you more control of large groups, making you a truly awesome Tanker.

### DUOS

#### Levels 1–20: Ideal Ranking

**Scrapper/Blaster:** Since you are generally the focus of enemy attacks, having pure damage dealers will speed things up for you. Scrappers or Blasters can safely and efficiently pick off

enemies one at a time while you keep the rest distracted.

**Controller/Defender:** These offer good Buffs, healing, and crowd control, making your life a little easier. You can engage slightly tougher enemies with them watching your back. Radiation Emission types are especially effective, as they can drastically hamper your foes' strength.

**Tanker:** Two Tankers are okay, but it isn't really any better than just soloing.

#### Levels 21–50: Ideal Ranking

**Scrapper/Blaster:** Again, you're just looking for more damage dealers while you absorb the abuse. Scrappers are fun to have since they, too, are mainly melee. They fight alongside you, allowing you to keep the enemy packs together with greater ease.

**Defenders/Controllers:** They can keep you healthy and provide Buffs and Debuffs that can significantly raise your combat effectiveness. Heroes with Buffs that protect you against Disorient or Stun effects are great to have; these are the most dangerous attacks to a Tanker in the late game, as they leave them virtually defenseless.

**Tanker:** Again, not a very effective pairing as you will be splitting aggro and group control. You both bring the same strengths and weaknesses to the duo, which won't really complement each other.

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### PRIMARY POWERS

#### BATTLE AXE

POWER NAME	ACTIVATION TYPE	WHO?	END COST	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Cash	Click	Foe	52	183	4	Sphere	5	Accuracy_Beast, Damage_Boost, Knockdown_Discount_Boost, Knockdown_Boost, Knockdown_Boost, Knockdown_Boost, Knockdown_Boost	Melee, Moderate DMG(Lethal), Foe Knockdown
Cashes your opponent with your Battle Axe. This attack is fairly quick for such a large weapon, and can knock down foes. Damage: Moderate. Recharge: Fast									
Chop	Click	Foe	8528	183	8	Sphere	8.2	Accuracy_Boost, Damage_Boost, Knockdown_Discount_Boost, Knockdown_Boost, Knockdown_Boost, Knockdown_Boost, Knockdown_Boost	Melee, High DMG(Lethal), Foe Knockdown
The Chop deals heavy damage with your Battle Axe, although it is much slower than the Cash. This attack can knock down a target. Damage: High. Recharge: Slow									
Taunt	Click	Foe	0	217	10	Sphere	15	Range_Boost, Knockdown_Boost, Knockdown_Boost, Knockdown_Boost, Knockdown_Boost, Knockdown_Boost, Knockdown_Boost	Ranged (Targeted AoE), Foe Taunt
Taunts a foe, and all foes around him, to attack you. Useful for pulling villains off an ally who finds himself in over his head. Taunted foes tend to ignore other Heroes and focus on you for quite a while, so use this power cautiously. An Accuracy check is not required to Taunt your foes. Recharge: Slow									
Beholder	Click	Foe	10192	137	10	Sphere	9.8	Accuracy_Boost, Damage_Boost, Knockdown_Discount_Boost, Knockdown_Boost, Knockdown_Boost, Knockdown_Boost, Knockdown_Boost	Melee, Superior DMG(Lethal), Foe Knockdown
This is an attempt to remove your opponent's head from his neck with your Battle Axe. This attack is very slow, but can deal a lot of damage and knock the target down. Damage: Superior. Recharge: Slow									
Build Up	Click	Caster	52	117	90	Character	—	Endurance_Discount_Boost, Knockdown_Boost, Knockdown_Boost, Knockdown_Boost, Knockdown_Boost, Knockdown_Boost, Knockdown_Boost	Self +DMG, +ACC
Greatly increases the amount of damage you deal for a few seconds, as well as slightly increasing your Accuracy. Recharge: Long									
Swoop	Click	Foe	11856	287	12	Sphere	11.4	Accuracy_Boost, Damage_Boost, Knockdown_Discount_Boost, Knockdown_Boost, Knockdown_Boost, Knockdown_Boost, Knockdown_Boost	Melee, Superior DMG(Lethal), Foe Knockdown
A Swoop of your Battle Axe deals a superior amount of damage, and can send your target flying upwards. Damage: Superior. Recharge: Slow									
Whirling Axe	Click	Foe	13	287	14	Sphere	8	Accuracy_Boost, Damage_Boost, Knockdown_Discount_Boost, Knockdown_Boost, Knockdown_Boost, Knockdown_Boost, Knockdown_Boost	PBAOE, Melee, Moderate DMG(Lethal), Foe Knockdown
You spin your Battle Axe in a huge arc, attacking all nearby foes. This attack deals moderate damage to any foe it hits, and can knock them down. Damage: Moderate. Recharge: Slow									
Cleave	Click	Foe	14352	287	15	Cone	10	Accuracy_Boost, Damage_Boost, Knockdown_Discount_Boost, Knockdown_Boost, Knockdown_Boost, Knockdown_Boost, Knockdown_Boost	Melee, Extreme DMG(Lethal), Foe Knockdown
This is an attempt to split your opponent in two with one fell swoop of your Battle Axe. It is an extremely devastating attack that deals massive damage and can knock foes to the ground. The power of this attack can actually extend a short distance through multiple foes. Damage: Extreme. Recharge: Slow									
Pendulum	Click	Foe	14352	227	15	Cone	5	Accuracy_Boost, Damage_Boost, Knockdown_Discount_Boost, Knockdown_Boost, Knockdown_Boost, Knockdown_Boost, Knockdown_Boost	Melee (Cone), Superior DMG(Lethal), Foe Knockdown
This attack swings your Battle Axe in an arc directly in front of you. Foes struck by this attack are dealt heavy damage, and are knocked back. Damage: Superior. Recharge: Slow									

#### ENERGY MELEE

POWER NAME	ACTIVATION TYPE	WHO?	END COST	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Barrage	Click	Foe	3536	133	2	Sphere	3.4	Accuracy_Boost, Damage_Boost, Knockdown_Discount_Boost, Knockdown_Boost, Knockdown_Boost, Knockdown_Boost, Knockdown_Boost	Melee, Minor DMG(Smash/Energy), Foe Disorient
You perform a quick punch that deals minor damage. Coupled with other energy punches, Barrage can Disorient a foe. Damage: Minor. Recharge: Very Fast									
Energy Punch	Click	Foe	52	057	4	Sphere	5	Accuracy_Boost, Damage_Boost, Knockdown_Discount_Boost, Knockdown_Boost, Knockdown_Boost, Knockdown_Boost, Knockdown_Boost	Melee, Moderate DMG(Smash/Energy), Foe Disorient
You perform a powerful Energy Punch that deals moderate damage. When used with other Energy Melee attacks, Energy Punch can Disorient your opponent. Damage: Moderate. Recharge: Fast									
Taunt	Click	Foe	0	267	10	Sphere	15	Range_Boost, Knockdown_Boost, Knockdown_Boost, Knockdown_Boost, Knockdown_Boost, Knockdown_Boost, Knockdown_Boost	Ranged (Targeted AoE), Foe Taunt
Taunts a foe, and all foes around him, to attack you. Useful for pulling villains off an ally who finds himself in over his head. Taunted foes tend to ignore other Heroes and focus on you for quite a while, so use this power cautiously. An Accuracy check is not required to Taunt your foes. Recharge: Slow									
Bone Smasher	Click	Foe	8528	15	8	Sphere	8.2	Accuracy_Boost, Damage_Boost, Knockdown_Discount_Boost, Knockdown_Boost, Knockdown_Boost, Knockdown_Boost, Knockdown_Boost	Melee, High DMG(Smash/Energy), Disorient
A Bone Smasher attack can be slow, but it compensates by dealing a good amount of damage and having a better chance to Disorient than Energy Punch. Damage: High. Recharge: Moderate									
Whirling Hands	Click	Foe	13	167	14	Sphere	8	Accuracy_Boost, Damage_Boost, Knockdown_Discount_Boost, Knockdown_Boost, Knockdown_Boost, Knockdown_Boost, Knockdown_Boost	PBAOE, Melee, Moderate DMG(Smash/Energy)
By focusing your energy into the muscles in your arms, you can launch a dizzying flurry of attacks against every foe in melee range. Some foes may be hit hard enough to be Disoriented as well. Damage: Moderate. Recharge: Slow									

## ENERGY MELEE CONT.

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX #OF TARGETS	ENH TYPES	POWER TYPE
Stun	Click	Foe	10.192	1.8	20	Sphere	9.8	5	Accuracy, Boost, (Damage, Boost, (Kneelcharge, Boost, (Kendriancediscount, Boost, (Kstunned, Boost, (Ktaunt, Boost	Melee Disorient
By focusing your internal energy on your fists, you can turn them into personal lasers. This Stun attack deals minor damage, but has the best chance to Disorient a target. Damage: Minor, Recharge: Slow										
Build Up	Click	Caster	5.2	1.17	90	Character	—	—	EnduranceDiscount, Boost, (Kneelcharge, Boost, (Kbuff, ToHit, Boost	Self +DMG, +ACC
Greatly increases the amount of damage you deal for a few seconds, as well as slightly increasing your Accuracy. Recharge: Long										
Energy Transfer	Click	Foe	10.192	1	20	Sphere	11.4	5	Accuracy, Boost, (Damage, Boost, (Kneelcharge, Boost, (Kendriancediscount, Boost, (Ktaunt, Boost	Melee, Extreme DMG (Energy/Smash), (Foe Disorient, Self -HP
Mastery of Energy Melee begins with the ability to transfer your own Hit Points into a punch that deals extreme damage. Energy Transfer has a good chance of Disorienting the target. Damage: Extreme, Recharge: Slow										
Total Focus	Click	Foe	18.512	3.3	20	Sphere	17.8	5	Accuracy, Boost, (Damage, Boost, (Kneelcharge, Boost, (Kendriancediscount, Boost, (Kstunned, Boost, (Ktaunt, Boost	Melee, Extreme DMG (Energy/Smash), (Foe Disorient
Total Focus is complete mastery over Energy Melee. This is a very slow, but incredibly devastating attack that can knock out most opponents, leaving them Disoriented. Due to the exhausting nature of Total Focus, recharge time is very long. Damage: Extreme, Recharge: Long										

## FIERY MELEE

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX #OF TARGETS	ENH TYPES	POWER TYPE
Scorch	Click	Foe	4.368	1.67	3	Sphere	4.2	5	Accuracy, Boost, (Damage, Boost, (Kendriancediscount, Boost, (Kneelcharge, Boost, (Ktaunt, Boost	Melee, Minor DMG (Fire)
This power engulfs your hands in flames, and can ignite the target of your Scorching attack. Once on fire, the target will suffer damage over time. Damage: Minor, Recharge: Fast										
Fire Sword	Click	Foe	6.864	1.83	6	Sphere	6.6	5	Accuracy, Boost, (Damage, Boost, (Kendriancediscount, Boost, (Kneelcharge, Boost, (Ktaunt, Boost	Melee, Moderate DMG (Fire/Lethal)
Through concentration, you can create a Sword of Fire that sets foes ablaze. Successful attacks from the Fire Sword will ignite your target, dealing damage over time. Damage: Moderate, Recharge: Moderate										
Taunt	Click	Foe	0	2.67	10	Sphere	15	5	Range, Boost, (Ktaunt, Boost, (Kneelcharge, Boost	Ranged (Targeted AoE), (Foe Taunt
Taunts a foe, and all foes around him, to attack you. Useful for pulling villains off an ally who finds himself in over his head. Taunted foes tend to ignore other Heroes and focus on you for quite a while, so use this power cautiously. An Accuracy check is not required to Taunt your foes. Recharge: Slow										
Combustion	Click	Foe	13	3	15	Sphere	15	10	Accuracy, Boost, (Damage, Boost, (Kendriancediscount, Boost, (Kneelcharge, Boost, (Ktaunt, Boost	PBAOE, Moderate DoT (Fire)
Your mastery of Fire allows you to violently raise the temperature around yourself in an attempt to spontaneously combust any nearby foes and set them ablaze, dealing damage over time. Damage: Moderate/DoT, Recharge: Slow										
Breath of Fire	Click	Foe	10.192	2.67	10	Cone	15	10	Accuracy, Boost, (Damage, Boost, (Kneelcharge, Boost, (Kendriancediscount, Boost, (Kneelcharge, Boost, (Ktaunt, Boost	Close Cone, Moderate DoT (Fire)
This allows you to spew forth fire from your mouth, burning all foes within its narrow cone. This is a very accurate attack that can deal good damage at a close range. Damage: Moderate/DoT, Recharge: Slow										
Build Up	Click	Caster	5.2	1.17	90	Character	—	—	EnduranceDiscount, Boost, (Kneelcharge, Boost, (Kbuff, ToHit, Boost	Self +DMG, +ACC
Greatly increases the amount of damage you deal for a few seconds, as well as slightly increasing your Accuracy. Recharge: Long										
Fire Sword Circle	Click	Foe	18.512	4.17	20	Sphere	10	10	Accuracy, Boost, (Damage, Boost, (Kneelcharge, Boost, (Kendriancediscount, Boost, (Ktaunt, Boost	PBAOE, Melee, Moderate DMG (Fire/Lethal)
Mastery of your Fire Sword has enabled you to make an attack on every foe within melee distance. This will scorch and burn your enemies, dealing minor damage and setting them ablaze. Damage: Moderate, Recharge: Slow										
Incinerate	Click	Foe	6.864	1.67	10	Sphere	9.8	5	Accuracy, Boost, (Damage, Boost, (Kneelcharge, Boost, (Kendriancediscount, Boost, (Ktaunt, Boost	Melee, High DoT (Fire)
Intense concentration can allow you to incinerate an opponent. This will set your foe ablaze, dealing damage over time. Damage: High DoT, Recharge: Slow										
Greater Fire Sword	Click	Foe	12.688	2.87	12	Sphere	12.2	5	Accuracy, Boost, (Damage, Boost, (Kneelcharge, Boost, (Kendriancediscount, Boost, (Ktaunt, Boost	Melee, Superior DMG (Fire/Lethal)
Your mastery of Fire allows you to create an enhanced Sword of Fire that can set foes ablaze. Successful attacks from the Greater Fire Sword will ignite your target, dealing damage over time. Damage: Superior, Recharge: Slow										





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### ICE MELEE

POWER NAME	ACTIVATION TYPE	WHO?	END COST	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Froze Fists	Click	Foe	4,368	133	3	Sphere	4.2	5 Accuracy, Boost, (Damage, Boost, (KendrianceDiscount, Boost, (Slow, Boost, (Recharge, Boost, (Taunt, Boost	Melee, Minor DMG (Cold/Smash), Foe-Recharge, SPD
Froze Fists encrusts your hands in ice, giving them the ability to quickly inflict minor damage on villains. The foe's attack and movement speed is slowed, due to the chills caused by the cold blows. Damage: Minor, Recharge: Fast									
Ice Sword	Click	Foe	6,884	183	6	Sphere	6.6	5 Accuracy, Boost, (Damage, Boost, (KendrianceDiscount, Boost, (Slow, Boost, (Recharge, Boost, (Taunt, Boost	Melee, Moderate DMG (Cold/Lethal), Foe-Recharge, SPD
You create a blade of solid ice that deals good damage. Being hit by this ice sword will slow a target's movement and attack speed, due to the intense chill. Damage: Moderate, Recharge: Moderate									
Taunt	Click	Foe	0	2,67	10	Sphere	15	5 Range, Boost, (Taunt, Boost, (Recharge, Boost	Ranged (Targeted AoE), Foe Taunt
Taunts a foe, and all foes around him, to attack you. Useful for pulling villains off an ally who finds himself in over his head. Taunted foes tend to ignore other heroes and focus on you for quite a while, so use this power cautiously. An Accuracy check is not required to Taunt your foes. Recharge: Slow									
Frost	Click	Foe	11,024	227	11	Cone	7	10 Accuracy, Boost, (Damage, Boost, (KendrianceDiscount, Boost, (Slow, Boost, (Recharge, Boost, (Taunt, Boost	Close (Cone), Moderate DoT (Cold), Foe-Recharge, SPD
You create a short cone of Frost in front of you that can deal some damage and slow a foe's speed, due to their uncontrollable shivering. Damage: Moderate (DoT), Recharge: Slow									
Build Up	Click	Caster	52	117	90	Character	—	— EnduranceDiscount, Boost, (Recharge, Boost, (Taunt, Boost	Self +DMG, +ACC
Greatly increases the amount of damage you deal for a few seconds, as well as slightly increasing your Accuracy. Recharge: Long									
Ice Patch	Click	Caster	10.4	2.03	35	Character	—	— Recharge, Boost, (EnduranceDiscount, Boost	Location (PB-AoE), Foe Knockdown
Patch of ice around you. Foes that step onto the ice patch will slip and fall down. This effect lasts until the ice melts. You must be near the ground to activate this power. Recharge: Slow									
Freezing Touch	Click	Foe	10,192	1	16	Sphere	9.8	5 Accuracy, Boost, (Damage, Boost, (KendrianceDiscount, Boost, (Hold, Boost, (Taunt, Boost	Melee, High DoT (Cold), Foe Hold
Touch will encase a single foe in a block of ice. This will deal high damage over time, as well as freezing him in his tracks, leaving him cold and helpless. Damage: High (DoT), Recharge: Slow									
Greater Ice Sword	Click	Foe	10,192	2,87	10	Sphere	9.8	5 Accuracy, Boost, (Damage, Boost, (KendrianceDiscount, Boost, (Slow, Boost, (Taunt, Boost	Melee, High DMG (Cold/Lethal), Foe-Recharge, SPD
Your mastery of ice allows you to create an enhanced blade of solid ice that deals above average damage. Being hit by the Greater Ice Sword will slow a villain's attack and movement speed, due to the intense chill. Damage: High, Recharge: Slow									
Frozen Aura	Click	Foe	13	21	20	Sphere	10	10 Accuracy, Boost, (Sleep, Boost, (Recharge, Boost, (KendrianceDiscount, Boost, (Taunt, Boost	PB-AoE, Foe Sleep
Your mastery of ice enables you to dramatically lower the temperature immediately around you. When you perform a Frozen Aura, nearby foes will be frozen within a fragile casing of ice. These frozen foes will break free if attacked. Frozen Aura deals no significant damage. Recharge: Slow									

### STONE MELEE

POWER NAME	ACTIVATION TYPE	WHO?	END COST	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Stone Fist	Click	Foe	52	0.57	4	Sphere	5	5 Accuracy, Boost, (Damage, Boost, (KendrianceDiscount, Boost, (Stunned, Boost, (Taunt, Boost	Melee, Moderate DMG (Smash), Foe Minor Disorient
Your stone covered fists attack swiftly for moderate damage, and may Disorient your opponent. Damage: Moderate, Recharge: Fast									
Stone Mallet	Click	Foe	8,528	117	8	Sphere	8.2	5 Accuracy, Boost, (Damage, Boost, (KendrianceDiscount, Boost, (Knockback, Boost, (Recharge, Boost, (Taunt, Boost	Melee, High DMG (Smash), Knockback
Your control over the earth allows you to form a mallet of solid stone. This Stone Mallet deals heavy damage, and can knock down weak foes. Damage: High, Recharge: Moderate									
Taunt	Click	Foe	0	2,67	10	Sphere	15	5 Range, Boost, (Taunt, Boost, (Recharge, Boost	Ranged (Targeted AoE), Foe Taunt
Taunts a foe, and all foes around him, to attack you. Useful for pulling villains off an ally who finds himself in over his head. Taunted foes tend to ignore other heroes and focus on you for quite a while, so use this power cautiously. An Accuracy check is not required to Taunt your foes. Recharge: Slow									
Heavy Mallet	Click	Foe	11,856	117	12	Sphere	10.4	5 Accuracy, Boost, (Damage, Boost, (KendrianceDiscount, Boost, (Knockback, Boost, (Recharge, Boost, (Taunt, Boost	Melee, Superior DMG (Smash), Knockback
A more impressive form of Stone Mallet, the Heavy Mallet deals more damage, but is slower to swing. It has a greater chance of knocking down opponents. Damage: Superior, Recharge: Slow									
Build Up	Click	Caster	52	117	90	Character	1EM	1EM EnduranceDiscount, Boost, (Recharge, Boost	Self +DMG, +ACC
Greatly increases the amount of damage you deal for a few seconds, as well as slightly increasing your Accuracy. Recharge: Long									
Fault	Click	Foe	10,192	21	20	Sphere	15	10 Accuracy, Boost, (Recharge, Boost, (KendrianceDiscount, Boost, (Knockback, Boost, (Range, Boost, (Stunned, Boost, (Taunt, Boost	Close (Targeted AoE), Foe Knockback, Disorient
This powerful stomp can cause a seismic disturbance. This will crack the Earth itself and send a Fault towards a targeted foe, throwing him and nearby enemies into the air and possibly Disorienting them. Fault deals no damage on its own. Recharge: Slow									

## STONE MELEE CONT.

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX #OF TARGETS	ENH TYPES	POWER TYPE
Hurl Boulder	Click	Foe	936	3.83	8	Sphere	8.2	5	Accuracy, Boost, Damage, Boost, Knockback, Boost, KRange, Boost, KTaunt, Boost	Ranged, High DMG(Smash), Foe (Knockback, Fly)
You are able to tear up a chunk of ground beneath your feet and hurl it at an enemy. This attack deals moderate damage, and can knock foes back and even drop them out of the air if they are flying. Damage: Moderate										
Terror	Click	Foe	1352	3.3	14	Sphere	15	10	Accuracy, Boost, Damage, Boost, KRecharge, Boost, KEnduranceDiscount, Boost, KKnockback, Boost, KTaunt, Boost	PBAOE, Moderate DMG(Smash), Knockback
You can cause a localized earthquake immediately around you. This will deal moderate damage to every foe in melee range, while knocking them back. Damage: Moderate, Recharge: Slow										
Seismic Smash	Click	Foe	18512	1.5	20	Sphere	178	5	Accuracy, Boost, Damage, Boost, KRecharge, Boost, KEnduranceDiscount, Boost, KHold, Boost, KTaunt, Boost	Melee, Extreme DMG(Smash), Foe Hold
This massive attack hits with all the force of the Earth itself. It deals tremendous amounts of damage, and may hold the target if they are not defeated outright. Damage: Extreme, Recharge: Slow										

## SUPER STRENGTH

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX #OF TARGETS	ENH TYPES	POWER TYPE
Job	Click	Foe	3536	1.07	2	Sphere	3.4	5	Accuracy, Boost, Damage, Boost, KEnduranceDiscount, Boost, KStunned, Boost, KRecharge, Boost, KTaunt, Boost	Melee, Minor DMG(Smash), Minor Disorient
A quick jab that deals minor damage, but has a chance of disorienting the target, especially if coupled with other attacks. Damage: Minor, Recharge: Very Fast										
Punch	Click	Foe	52	1.2	4	Sphere	5	5	Accuracy, Boost, Damage, Boost, KRecharge, Boost, KEnduranceDiscount, Boost, KKnockback, Boost, KTaunt, Boost	Melee, Moderate DMG(Smash), Knockback
Your Super Strength Punch can deal a moderate amount of damage, but most of all can knock your opponent off his feet, unable to attack again until he stands up. Damage: Moderate, Recharge: Fast										
Taunt	Click	Foe	0	2.67	10	Sphere	15	5	Range, Boost, KTaunt, Boost, KRecharge, Boost	Ranged (Targeted AoE), Foe Taunt
Taunts a foe, and all foes around him, to attack you. Useful for pulling villains off an ally who finds himself in over his head. Taunted foes tend to ignore other heroes and focus on you for quite a while, so use this power cautiously. An Accuracy check is not required to taunt your foes. Recharge: Slow										
Haymaker	Click	Foe	8528	1.5	8	Sphere	8.2	5	Accuracy, Boost, Damage, Boost, KRecharge, Boost, KEnduranceDiscount, Boost, KKnockback, Boost, KTaunt, Boost	Melee, High DMG(Smash), Knockback
A slow but devastating attack, the Haymaker has a great chance of knocking your opponent down. Damage: High, Recharge: Moderate										
Hand Clap	Click	Foe	13	1.23	30	Sphere	15	10	Accuracy, Boost, KRecharge, Boost, KEnduranceDiscount, Boost, KStunned, Boost, KKnockback, Boost, KTaunt, Boost	PBAOE, Foe Disorient, Knockback
You can clap your hands together with such force that you create a deafening shockwave. This shockwave can knock back nearby foes, and they have a chance to become disoriented due to the shock to the inner ear. Hand Clap deals no damage. Recharge: Slow										
Knockout Blow	Click	Foe	18512	2.23	25	Sphere	178	5	Accuracy, Boost, Damage, Boost, KRecharge, Boost, KEnduranceDiscount, Boost, KKnockback, Boost, KHold, Boost, KTaunt, Boost	Melee, Extreme DMG(Smash), Foe Hold
You can perform a knockout blow on your opponent. This punch does superior damage, and has a great chance of holding your target. Damage: Extreme, Recharge: Slow										
Rage	Click	Caster	52	1.17	240	Character	—	—	EnduranceDiscount, Boost, KRecharge, Boost, KBuff, ToHit, Boost	Self +DMG, +ACC, Delayed SelfWeaken, Special
An unconscious Rage comes over you, sending you into a berserker fury. While raging, your damage and accuracy is dramatically increased. However, when your Rage subsides, you are left with reduced defense, drained of some of your endurance, and unable to attack for a short while. Recharge: Very Long										
Hurl	Click	Foe	936	3.83	8	Sphere	8.2	5	Accuracy, Boost, Damage, Boost, KRecharge, Boost, KEnduranceDiscount, Boost, KKnockback, Boost, KRange, Boost, KTaunt, Boost	Ranged, Moderate DMG(Smash), Knockback, Fly
You are able to tear up a chunk of ground beneath your feet and hurl it at an enemy. This attack deals moderate damage, and can knock foes back and even drop them out of the air if they are flying. Damage: Moderate, Recharge: Moderate										
Foot Stomp	Click	Foe	18512	2.1	20	Sphere	15	10	Accuracy, Boost, Damage, Boost, KRecharge, Boost, KEnduranceDiscount, Boost, KKnockback, Boost, KTaunt, Boost	PBAOE, Melee, Moderate DMG(Smash), Knockback
Using your superior leg strength, you can stomp your foot to the ground, quaking the earth itself. This is a localized attack against everything in melee range. Damage: Moderate, Recharge: Slow										

## WAR MACE

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX #OF TARGETS	ENH TYPES	POWER TYPE
Bash	Click	Foe	52	1.37	4	Sphere	5	5	Accuracy, Boost, Damage, Boost, KRecharge, Boost, KEnduranceDiscount, Boost, KStunned, Boost, KTaunt, Boost	Melee, Moderate DMG(Smash), Minor Disorient
You perform a bashing attack with your mace that deals moderate damage, and can sometimes disorient your opponent. Damage: Moderate, Recharge: Fast										
Pulverize	Click	Foe	8528	1.83	8	Sphere	8.2	5	Accuracy, Boost, Damage, Boost, KRecharge, Boost, KEnduranceDiscount, Boost, KStunned, Boost, KTaunt, Boost	Melee, High DMG(Smash), Minor Disorient
You attempt to pulverize your opponent. This attack is slower than Bash but causes more damage. It also has a chance of disorienting your opponent for a brief time. Damage: High, Recharge: Moderate										





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### WAR MACE CONT.

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX #OF TARGETS	ENH TYPES	POWER TYPE
Taunt	Click	Foe	0	2.17	10	Sphere	15	5	Range, Boost, kTaunt, Boost, kRecharge, Boost	Ranged (Targeted AoE), Foe, Taunt
Taunts a foe, and all foes around him, to attack you. Useful for pulling villains off an ally who finds himself in over his head. Taunted foes tend to ignore other heroes and focus on you for quite a while, so use this power cautiously. An Accuracy check is not required to Taunt your foes. Recharge: Slow										
Clobber	Click	Foe	10.92	1.83	20	Sphere	9.8	5	Accuracy, Boost, kDamage, Boost, kRecharge, Boost, kEnduranceDiscount, Boost, kStunned, Boost, kTaunt, Boost	Melee, Minor DMG (Smash), Disorient
You Clobber your foe's head in order to Disorient him. This attack does little damage on its own, but can leave most opponents Disoriented for a very long time. Damage: Minor. Recharge: Slow										
Build Up	Click	Caster	5.2	1.17	90	Character	—	—	EnduranceDiscount, Boost, kRecharge, Boost, kBuff, ToHit, Boost	Self +DMG, +ACC
Greatly increases the amount of damage you deal for a few seconds, as well as slightly increasing your Accuracy. Recharge: Long										
Lawbreaker	Click	Foe	10.92	2.87	10	Sphere	9.8	5	Accuracy, Boost, kDamage, Boost, kRecharge, Boost, kEnduranceDiscount, Boost, kKnockback, Boost, kTaunt, Boost	Melee, Superior DMG (Smash), Knockup
This upward swing attempts to shatter your opponent's jaw and has a chance to send him flying upwards into the air. Damage: Superior. Recharge: Slow										
Whirling Mace	Click	Foe	13	2.87	14	Sphere	8	10	Accuracy, Boost, kDamage, Boost, kRecharge, Boost, kEnduranceDiscount, Boost, kStunned, Boost, kTaunt, Boost	PBAOE, Melee, Moderate DMG (Smash), Minor Disorient
You swing your mace in a circle all around you, attacking everyone in melee range. Your Whirling Mace deals moderate damage, and has a chance to Disorient every foe you hit. Damage: Moderate. Recharge: Slow										
Shatter	Click	Foe	11.856	2.87	12	Cone	10	10	Accuracy, Boost, kDamage, Boost, kRecharge, Boost, kEnduranceDiscount, Boost, kKnockback, Boost, kTaunt, Boost	Melee, Extreme DMG (Smash), High Knockback
You attempt to Shatter the bones of your opponent by striking them with all your might. This attack will deal great damage and can knock foes back a great ways. The power of this attack can actually extend a short distance through multiple foes. Damage: Extreme. Recharge: Slow										
Crowd Control	Click	Foe	11.856	2.27	12	Cone	5	5	Accuracy, Boost, kDamage, Boost, kRecharge, Boost, kEnduranceDiscount, Boost, kKnockback, Boost, kTaunt, Boost	Melee (Cone), Moderate DMG (Smash), Knockback
You swing your mace in a wide arc in front of you. This attack strikes all foes within melee range, deals them serious damage, and knocks them down. Damage: Moderate. Recharge: Slow										

### SECONDARY POWERS

#### FIREY AURA

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX #OF TARGETS	ENH TYPES	POWER TYPE
Blazing Aura	Toggle	Foe	1.04	2.03	4	Sphere	8	10	Accuracy, Boost, kRecharge, Boost, kEnduranceDiscount, Boost, kDamage, Boost, kTaunt, Boost	Toggle PBAOE, Minor DoT (Fire)
While active, you are surrounded by flames that burn all foes that attempt to enter melee range. Damage: Minor (DoT). Recharge: Fast										
Fire Shield	Toggle	Caster	0.13	1.67	2	Character	—	—	EnduranceDiscount, Boost, kRecharge, Boost, kRes, Damage, Boost	Toggle Self +Res (Fire, Lethal, Smash, Cold, Disorient)
While this power is active, Fire Shield gives you good resistance to Lethal, Smashing and Fire damage. Fire Shield also provides minimal resistance to Cold damage as well as protection from Disorient effects. Recharge: Very Fast										
Healing Flames	Click	Caster	10.4	3.33	60	Character	—	—	EnduranceDiscount, Boost, kHeal, Boost, kRecharge, Boost, kRes, Damage, Boost	Self Heal, +Res (Toxic)
You can concentrate for a few moments to heal yourself. The power of the flames can also protect you from Toxic Damage for a while. Recharge: Long										
Temperature Protection	Auto	Caster	0	0	0	Character	—	—	Res, Damage, Boost	Auto: Self +Res (Fire, Cold)
Temperature Protection gives you strong resistance to Fire damage, and some resistance to Cold damage as well. This power is always on and costs no Endurance.										
Consume	Click	Foe	0.52	2.03	180	Sphere	20	10	Accuracy, Boost, kRecharge, Boost, kEnduranceDiscount, Boost, kDamage, Boost, kRecovery, Boost, kTaunt, Boost	PBAOE Fire Dam, Self +End
You can drain body heat from all nearby foes in order to replenish your own Endurance. The more foes affected, the more Endurance is gained. Foes suffer minimal Fire damage. Damage: Minor. Recharge: Very Long										
Plasma Shield	Toggle	Caster	0.13	3.00	2	Character	—	—	EnduranceDiscount, Boost, kRecharge, Boost, kRes, Damage, Boost	Toggle Self +Res (Energy, Negative, Fire, Hold, Sleep)
While this power is active, you are surrounded by pure plasma. The Plasma Shield gives you resistance to Energy, Negative Energy, and Fire damage. Plasma Shield also gives you protection from Sleep and Hold effects. Recharge: Very Fast										
Burn	Click	Caster	5.2	2.03	40	Character	—	—	EnduranceDiscount, Boost, kRecharge, Boost, kDamage, Boost	Location (PBAOE), Moderate DoT (Fire), Self Res (Immobilize)
You can ignite the ground beneath you, freeing yourself from Immobilization effects. Foes that enter the flames you leave behind will take damage. You must be near the ground to activate this power. Damage: Moderate (DoT). Recharge: Slow										

## FIREY AURA CONT.

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Firey Embrace	Click	Caster	78	0.73	180	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost	Self +DMG
Significantly boosts the damage of all your Fire attacks for quite a while. Also increases the damage of all your other non-fire based attacks for a short while. Recharge: Very Long										
Rise of the Phoenix	Click	Caster	0	4.33	300	Location	—	—	Head_Boost, kRecovery_Boost, kRecharge_Boost, kStunned_Boost	Self Res, Special
If you are defeated, you can rise from the ashes. The firey resurrection blasts nearby foes with an explosion and knocks them down and disorients them. You will revive with about half of your Hit Points and Endurance. Rise of the Phoenix will actually leave you invulnerable for a brief time, and protected from XP Debt for 20 seconds. Recharge: Very Long										

## ICE ARMOR

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Frozen Armor	Toggle	Caster	0.13	0.73	2	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kBuff_Defense_Boost	Self, +DefSmash, Lethal, +ResCold, Fire, Debuff DEF
While this power is active, you coat your self in rock hard Frozen Armor. The hardness of the Frozen Armor offers good defense to Smashing and Lethal attack as well as reduces Cold damage. Also, Fire attacks deal slightly less damage and you can resist Defense Debuffs. Recharge: Very Fast										
Hoard Frost	Click	Caster	14.56	0.73	360	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kHeal_Boost, kRes_Damage_Boost	Self Heal, +Max HP, ResToxic
Activating this power covers you in a thick layer of Hoarfrost. The frost can absorb the impact from enemy attacks, effectively increasing your maximum Hit Points for a short time. Hoarfrost also grants you resistance to Toxic Damage. Recharge: Very Long										
Chilling Embrace	Toggle	Foe	0.13	0.73	2	Sphere	10	10	EnduranceDiscount_Boost, kRecharge_Boost, kSlow_Boost, kTaunt_Boost	Toggle: PBaOE, Feo-Recharge, Speed, -DMG
While active, you dramatically lower the temperature around yourself. Slowing the attack rate of all nearby foes as well as their movement speed and damage. Recharge: Very Fast										
Wet Ice	Toggle	Caster	0.13	0.73	2	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost	Self, +DEFALL but Psionics, +ResCold, Disorient, Immobilize, Hold, Sleep, Slow, Knockback, Debuff DEF
When you activate this power, you cover yourself in a thick coating of slick, melting ice. This makes you slippery leaving you nearly immune to Disorient, Immobilization, Hold, Sleep, Slow and Knockback effects. This power also adds a slight increase your defense to all attacks except Psionics. Wet Ice also reduces Cold damage, and grants you resistance to Defense Debuffs. Recharge: Very Fast										
Permafrost	Auto	Caster	0	0	0	Character	—	—	Res_Damage_Boost	Auto: Self +ResCold, Fire, Slow
Your body temperature permanently lowers to 33 degrees Fahrenheit. Permafrost gives you strong resistance to Cold damage, and some resistance to Fire damage as well. You also gain an inherent resistance to Slow effects. This power is always on and does not cost Endurance.										
Ice Dices	Toggle	Foe	1.04	1.67	4	Sphere	8	10	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kDamage_Boost, kTaunt_Boost	Toggle: PBaOE, Minor DOT (Lethal)
While active, you form sharp icicles on your body that continuously cut all foes that attempt to enter melee range. Damage: Minor DOT, Recharge: Fast										
Glacial Armor	Toggle	Caster	0.13	2.03	2	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kBuff_Defense_Boost	Toggle: Self +DEF Energy (Negative), Res Cold, Debuff DEF, +Perception
When you activate this power you cover yourself in Glacial ice. The crystalline matrix of the armor has refracting properties that make Energy and Negative Energy attacks less likely to land, and acts as a lens to increase your Perception to see hidden foes. The bitter cold of Glacial Armor also reduces Cold damage and also you to resist Defense Debuffs. Recharge: Very Fast										
Energy Absorption	Click	Foe	13	0.73	60	Sphere	10	14	EnduranceDiscount_Boost, kRecharge_Boost, kBuff_Defense_Boost, kEndurance_Drain_Boost, kTaunt_Boost	PBaOE, Self +End, +DEFALL but Psionics, Res Slow, Feo-End
Activating this power draws moisture directly from the bodies of all nearby foes, draining their Endurance. Each foe you draw moisture from adds to your own Endurance as well as defense to all attacks except psionics. In addition to Defense, Energy Absorption also grants you resistance to Slow effects. If there are no foes within range, you will not gain any Defense bonus. Recharge: Long										
Hibernate	Toggle	Caster	0.13	0.07	120	Character	—	—	EnduranceDiscount_Boost, kHeal_Boost, kRecharge_Boost, kRecovery_Boost	Toggle: Self +Regeneration, +Recovery, Invulnerable: Feo-Hold
When you activate this power, you encase yourself in a block of solid ice, making yourself invulnerable, though you are frozen solid and cannot act. While hibernating within this block of ice, you heal damage and recover Endurance at an incredible rate. You can emerge at will by deactivating the power, but you cannot hibernate for more than 30 seconds. If you activate this power while in the air, you will fall. Recharge: Long										





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### INVULNERABILITY

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Resist Physical Damage	Auto	Caster	0	0	0	Character	—	—	Res, Damage Boost	Auto: Self +Res (Smash, Lethal)
You are naturally tough and inherently resistant to Smashing and Lethal damage. This power is always on, and costs no Endurance.										
Temp Invulnerability	Toggle	Caster	0.13	0.67	2	Character	—	—	EnduranceDiscount, Boost, kRecharge, Boost, kRes, Damage Boost	Toggle: Self +Res (Smash, Lethal)
When you toggle on this power, you become highly resistant to Smashing and Lethal damage. Recharge: Fast										
Dull Pain	Click	Caster	10.4	0.73	360	Character	—	—	EnduranceDiscount, Boost, kRecharge, Boost, kHeal, Boost	Self Heal, +Max HP
You can activate this power to increase your maximum Hit Points for a short time. Recharge: Very Long										
Resist Elements	Auto	Caster	0	0	0	Character	—	—	Res, Damage Boost	Auto: Self +Res (Fire, Cold, Toxic)
You are naturally very resistant to the elements and always take less Fire, Cold and Toxic Damage. This power is always on and costs no Endurance.										
Unyielding	Toggle	Caster	0.13	2.33	10	Character	—	—	EnduranceDiscount, Boost, kRecharge, Boost, kRes, Damage Boost	Toggle: Self +Res (All DMG but Psionics, Knockback, Sleep, Disorient, Hold, Immobilize), Self DEF
When you toggle on this power, you become Unyielding. You are resistant to all damage but Psionics, as well as Knockback, Sleep, Hold, Immobilize, Disorient effects. However, your default stature means you are more likely to be hit. Recharge: Slow										
Resist Energies	Auto	Caster	0	0.5	0	Character	—	—	Res, Damage Boost	Auto: Self +Res (Energy, Negative)
You are naturally very resistant to Energy and Negative Energy damage. This power is always on and costs no Endurance.										
Invincibility	Toggle	Foe	0.04	3.00	10	Sphere	8	14	EnduranceDiscount, Boost, kRecharge, Boost, kBuff, Defense, Boost, kBuff, ToHit, Boost, kTaunt, Boost	Toggle: Self +DEF (All but Psionics), +ACC
While this power is active, for each foe in melee range you receive a bonus to Defense against all attacks but Psionics, and a bonus to your Accuracy. This power is most effective while fighting multiple opponents. Invincibility is ineffective if you are battling foes at a range. Recharge: Slow										
Tough Hide	Auto	Caster	0	0	0	Character	—	—	Buff, Defense, Boost	Auto: Self +DEF (All but Psionics)
Your thickened skin makes you much tougher to hit. This power is always on and costs no Endurance. Tough Hide offers no protection to Psionic Attacks.										
Unstoppable	Click	Caster	2.6	3.1	1000	Character	—	—	EnduranceDiscount, Boost, kRecharge, Boost, kRes, Damage Boost, kRecovery, Boost	Self +Res (Disorient, Sleep, Hold, Immobilize, Knockback, All DMG but Psionics)
When you activate this power, you not only become extremely resistant to most damage, but also to Disorient, Immobilization, Hold, Knockback and Sleep effects. Endurance recovery is also increased. Unstoppable costs little Endurance to activate, but when it wears off you are left exhausted, and drained of almost all Health and Endurance. Recharge: Very Long										

### STONE ARMOR





POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Rock Armor	Toggle	Caster	0.13	0.73	4	Character	—	—	EnduranceDiscount, Boost, kRecharge, Boost, kBuff, Defense, Boost	Toggle: Self +DEF (Lethal, Smashing), Res (Debuff DEF)
Your skin becomes stone while this power is active. Stone Armor makes you highly resistant to Smashing and Lethal attacks. They are less likely to land and affect you. Stone Armor also grants you resistance to Defense Debuffs. Cannot be active at the same time as Granite Armor. Recharge: Fast										
Stone Skin	Auto	Caster	0	0	0	Character	—	—	Res, Damage Boost	Auto: Self +Res (Lethal, smashing)
Your tough skin is naturally resistant to Smashing and Lethal damage. This power is always on and costs no Endurance.										
Earth's Embrace	Click	Caster	10.4	2.03	360	Character	—	—	EnduranceDiscount, Boost, kHeal, Boost, kRecharge, Boost, kRes, Damage Boost	Self +HP, Res (Toxic)
You are so connected to the Earth, you can draw upon its power to add to your own health. Activating this power increases your maximum Hit Points, and grants you resistance to Toxic Damage. Recharge: Very Long										
Mud Pots	Toggle	Foe	1.56	2.03	4	Sphere	8	10	EnduranceDiscount, Boost, kRecharge, Boost, kSlow, Boost, kTaunt, Boost	Toggle: PBAOE, Minor DoT (Fire), Foe Immobilize, SPD
While this power is active, you draw upon the geothermal power of the Earth to create a bubbling pool of hot mud around yourself. All foes in melee range will become snared and entrapped in the mud, immobilizing some and slowing others. The boiling heat from Mud Pots also deals some damage over time to the snared foes. Damage: Minor DoT. Recharge: Fast										

## STONE ARMOR CONT.

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
 Rotted	Toggle	Caster	0.104	1.17	4	Character	—	—	EnduranceDiscount, Boost, kRecharge, Boost, kHeal, Boost	Toggle: Self -+Res(knockback, Sleep, Disorient, Hold, End Drain, Debuff DEF), Self SPD, +Regeneration
While this power is active, you merge with the Earth and draw forth its power to become resistant to Knockback, Sleep, Hold, Disorient and Endurance Drain effects, and increase your Hit Point Regeneration rate. You must remain in close contact with the Earth, so you will move extremely slow and you cannot active Fly powers, Sprint, Super Speed, or Jump powers while this power is active. Rotted also grants you resistance to Defense Debuffs. Recharge: Fast										
 Brimstone Armor	Toggle	Caster	0.13	0.73	4	Character	—	—	EnduranceDiscount, Boost, kRecharge, Boost, kRes, Damage, Boost	Toggle: Self -+Res(Fire, Cold)
While this power is active, your skin becomes encrusted in cracked magma. Brimstone Armor makes you highly resistant to Fire and Cold damage. Cannot be active at the same time as Granite Armor. Recharge: Fast										
 Crystal Armor	Toggle	Caster	0.13	2.03	4	Character	—	—	EnduranceDiscount, Boost, kRecharge, Boost, kBuff, Defense, Boost	Toggle: Self -+DEF(Energy, Negative), Res(Debuff DEF)
While this power is active, your skin becomes encrusted in various quartz crystals. Crystal Armor makes Energy and Negative Energy attacks less likely to hit. This power also grants you resistance to Defense Debuffs. Cannot be active at the same time as Granite Armor. Recharge: Fast										
 Minerals	Toggle	Caster	0.13	0.73	4	Character	—	—	EnduranceDiscount, Boost, kRecharge, Boost, kBuff, Defense, Boost	Toggle: Self -+DEF(Psionic), Res(Confuse), +Perception
Activating this power summons several rare earth rock Minerals to orbit around you. These Minerals can disperse thought patterns and make Psionic attacks less likely to hit. They also bring clarity of the mind and increase your Perception to see hidden foes, and grant resistance to Confusion. Cannot be active at the same time as Granite Armor. Recharge: Fast										
 Granite Armor	Toggle	Caster	0.13	0.73	10	Character	—	—	EnduranceDiscount, Boost, kRecharge, Boost, kRes, Damage, Boost, kBuff, Defense, Boost	Self -+Res(All but Psionics), +DEF(All but Psionics), SPD, Recharge - DMG
When you activate this power, you are transformed into a massive bulk of unyielding Granite. Your incredible mass makes you almost completely invulnerable and resistant to most effects. However, you also become quite heavy, cannot fly, your attack and movement speed are slowed and you do less damage. Granite Armor also grants you high resistance to Defense Debuffs. Cannot be active at the same time as other Armors in this set. Fly powers, Sprint, Super Speed, or Jump powers. Recharge: Slow										

## TANKER ANCILLARY POWER TABLES

### ENERGY MASTERY

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
 Conserve Power	Click	Caster	9.75	1.17	600	Character	—	—	EnduranceDiscount, Boost, kRecharge, Boost	Self Endurance Discount
You can focus for a moment to Conserve your Endurance. After activating this power, you expend less Endurance on all other powers for a while. Recharge: Very Long										
 Focused Accuracy	Toggle	Caster	0.585	1.17	10	Character	—	—	EnduranceDiscount, Boost, kRecharge, Boost, kBuff, ToHit, Boost	Toggle: Self -+ACC
When this power is activated, the Hero focuses his senses to dramatically improve his accuracy. Additionally, Focused Accuracy increase your Perception, allowing you to better see stealthy foes. It also grants you resistance to powers that Debuff your Accuracy. Focused Accuracy is a toggle power and must be activated and deactivated manually. Like all toggle powers, while active, Focused Accuracy drains Endurance while active. Recharge: Slow										
 Laser Beam Eyes	Click	Foe	6.5	1.67	6	Character	—	—	Accuracy, Boost, Damage, Boost, kEnduranceDiscount, Boost, kRange, Boost, kRecharge, Boost, kDebuff, Defense, Boost	Ranged, Moderate DMG(Energy), Foe -DEF
You can emit Laser Beams from your eyes, dealing moderate Energy damage. This attack can reduce the target's Defense. You must have Conserve Power or Focused Accuracy before selecting this power. Damage: Moderate. Recharge: Fast										
 Energy Torrent	Click	Foe	14.82	1.07	24	Cone	40	10	Accuracy, Boost, Damage, Boost, kRecharge, Boost, kEnduranceDiscount, Boost, kKnockback, Boost, kRange, Boost	Ranged(Cone), Minor DMG(Energy/Smash), Foe Knockback
Energy Torrent unleashes a cone of powerful energy that can smash foes and possibly send them flying. You must have two other Energy Mastery Powers before selecting this power. Damage: Minor. Recharge: Slow										





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### PYRE MASTERY

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH. TYPES	POWER TYPE
Ring of Fire	Click	Foe	9.75	1.17	10	Character	—	—	Accuracy, Boost, (Damage, Boost, (Krange, Boost, (Kimmobilized, Boost, (Krange, Boost	Ranged, Moderate DoT(Fire), Foe Immobilize
Immobilizes your target in a Ring of Fire. Deals some damage over time. Useful for keeping villains at bay. Damage: Moderate DoT. Recharge: Fast										
Char	Click	Foe	10.66	1.07	32	Character	—	—	Accuracy, Boost, (Damage, Boost, (Krange, Boost, (Khold, Boost, (KDamage, Boost	Ranged, Minor DoT(Fire), Foe Hold
Incinerates a distant foe by Charing him with smoldering soot and cinders. The target is left helpless, choking on the soot. The target will take some Fire damage from afar, but the damage is very trivial. Damage: Minor DoT. Recharge: Moderate										
Fire Blast	Click	Foe	6.5	1.2	6	Character	—	—	Accuracy, Boost, (Damage, Boost, (Krange, Boost, (KenduranceDiscount, Boost, (Krange, Boost	Ranged, Moderate DMG(Fire)
Sends a blast of Fire at a targeted foe and sets the target on fire for a short period of time. Slower recharge rate than Flares, but more damage. You must have King of Fire or Char before selecting this power. Damage: Moderate. Recharge: Fast										
Fire Ball	Click	Foe	18.98	1	32	Sphere	15	16	Accuracy, Boost, (Damage, Boost, (Krange, Boost, (KenduranceDiscount, Boost, (Krange, Boost	Ranged (Targeted AoE), Moderate DMG(Fire/Smash)
Hurls an exploding Fireball that consumes a targeted foe, and all nearby enemies. Anyone in that explosion is burned and set ablaze. You must have two other Pyre Mastery Powers before selecting this power. Damage: Moderate. Recharge: Slow										

### ARCTIC MASTERY

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH. TYPES	POWER TYPE
Chillblain	Click	Foe	9.75	1.17	10	Character	—	—	Accuracy, Boost, (Damage, Boost, (Krange, Boost, (KenduranceDiscount, Boost, (Kimmobilized, Boost, (Krange, Boost	Ranged, Moderate DoT(Cold), Foe Immobilize, SPD, -Recharge
Immobilizes your target in an icy trap. Deals some damage over time and slightly slows the target's attack and movement speed. Useful for keeping villains at bay. Damage: Moderate DoT. Recharge: Fast										
Block of Ice	Click	Foe	10.66	1.87	32	Character	—	—	Accuracy, Boost, (Damage, Boost, (Krange, Boost, (KenduranceDiscount, Boost, (Krange, Boost, (Khold, Boost, (KDamage, Boost	Ranged, Foe Hold, SPD, -Recharge
You can freeze a single foe in a Block of Ice. The target is frozen solid, helpless, and can't be attacked. More powerful foes may not be held, but all affected targets will be slowed. Recharge: Moderate										
Ice Blast	Click	Foe	6.5	1	6	Character	—	—	Accuracy, Boost, (Damage, Boost, (Krange, Boost, (KenduranceDiscount, Boost, (Krange, Boost	Ranged, Moderate DMG(Cold/Smash), Foe -Recharge, SPD
Ice Blast hurls shards of ice at foes and slows their attacks and movement for a time. Slower recharge than Ice Bolt, but more damage. You must have Chillblain or Block of Ice before selecting this power. Damage: Moderate. Recharge: Moderate										
Ice Storm	Click	Caster	19.5	2.03	120	Location	—	—	Recharge, Boost, (Damage, Boost, (Krange, Boost, (KDamage, Boost, (KSlow, Boost	Ranged (Location AoE), Minor DoT(Cold), Foe -Recharge, SPD
Shred your foes with this Ice Storm. This power deals a lot of damage in a large area and can slow all affected targets movement and attack speed. You must have two other Arctic Mastery Powers before selecting this power. Damage: Minor DoT. Recharge: Long										

### EARTH MASTERY

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH. TYPES	POWER TYPE
Stone Prison	Click	Foe	9.75	1.93	10	Character	—	—	Accuracy, Boost, (Damage, Boost, (Krange, Boost, (KenduranceDiscount, Boost, (Krange, Boost, (Kimmobilized, Boost	Ranged, Moderate DoT(Smash), Foe Immobilize, -DEF, Fly
Immobilizes a single target within an earthy formation and deals some Smashing damage over time. Some more resilient foes may require multiple attacks to immobilize. Stone Prison can also reduce a target's Defense. Damage: Moderate DoT. Recharge: Fast										
Salt Crystals	Click	Foe	19.5	1.07	90	Sphere	30	10	Accuracy, Boost, (Damage, Boost, (Krange, Boost, (KenduranceDiscount, Boost, (Ksleep, Boost	PBAE, Foe Sleep, -DEF
Attempts to encrust all nearby foes in a Pillar of Salt. The victims will remain encased within the salt for quite a while, but will automatically break free if attacked. Affected targets have reduced defense for a while, even if they break free. Recharge: Slow										
Fossilize	Click	Foe	10.66	2.07	32	Character	—	—	Accuracy, Boost, (Damage, Boost, (Krange, Boost, (KenduranceDiscount, Boost, (Krange, Boost, (Khold, Boost, (KDamage, Boost	Ranged, Moderate DMG(Smash), Foe Hold, -DEF
Encases a single target within solid stone. The stone slowly crushes the victim, dealing Smashing damage. The fossilized victim is held helpless and unable to defend himself. You must have Stone Prison or Salt Crystals before selecting this power. Damage: Moderate. Recharge: Moderate										
Stalagmites	Click	Foe	18.98	2.1	64	Sphere	15	10	Accuracy, Boost, (Damage, Boost, (Krange, Boost, (KenduranceDiscount, Boost, (Krange, Boost, (Kstunned, Boost, (KDamage, Boost	Ranged (Targeted AoE), Moderate DMG(Lethal), Foe -DEF, Minor Disorient
You can cause Stalagmites to erupt all around an enemy, slicing all nearby foes. The Stalagmites deal lethal damage, and reduce the affected targets defense. Some affected foes may be disoriented for a short while. You must be on the ground to activate this power. You must have two other Earth Mastery Powers before selecting this power. Damage: Moderate. Recharge: Slow										



# CONTROLLER

## TAKING CONTROL OF THE SITUATION

**Primary Power Set:** Control

**Secondary Power Set:** Buff

The Controller plays quite a bit differently than the other Archetypes, primarily because he serves a more indirect role in battle. As the name suggests, a Controller's job is to use their various Crowd Control-oriented powers to keep enemies pacified and within easy reach of the other Archetypes. While this might seem somewhat similar to what the Tanker does, they are actually vastly different roles.

While the Tanker is primarily there to take abuse and gather a mob's aggro, the Controller is there to prevent abuse from happening in the first place. They manipulate enemies in such ways as to lock them down in a particular spot, reduce their capabilities in a myriad of fashions, or even turn foes against one another. This also makes playing a Controller slightly trickier than other Archetypes.

A skilled Controller will make sure that enemies don't overrun friends who bite off more than they can chew. They can also prevent foes from escaping when the heat gets to be too much for them.

Controllers can also be very effective Buffing and Debuffing machines and can prove very valuable in group situations due to the effects they bring to bear.

A good Controller, however, is a boon to a group. At high levels, a stacked Radiation Controller can be a sight to behold (see our sample build for an example). There's even been sightings of entire Supergroups comprised of Radiation Controllers, which is never a bad thing.

### PROS

- During a huge fight, few Archetypes (outside of a good Tanker) are more valuable than a skilled Controller, who will, well, keep things under control.
- Unlike other Archetypes, you get to summon and control various "pets," which significantly amplify your ability (another body on a team never hurts).
- Though it isn't a Controller's forte, depending how you're specced, you can provide Heals if a Defender is absent.
- Because your secondary power set revolves around Buffs and Debuffs, you can amp up your teammates' abilities while simultaneously stripping your foes of their defenses.

### CONS

- It takes a lot more effort and time to learn how to effectively wield a Controller. This isn't a pure con, per se, but the Controller is not a pick-up-and-play Archetype.
- Since they don't play like any other Archetype (you don't have the damage output of a Scrapper or Blaster, nor the staying power of a Tanker), Controllers are essentially a support Archetype and need a group to function at full power until they get pets.
- Controllers aren't terribly resilient. You don't want this Archetype getting in close and mixing it up melee-style, as you'll be chewed up and spit out in short order.



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## CONTROLLER SAMPLE BUILD

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### SPECTRAL IRRADIATION

This is a fun yet powerful sample build for Controllers. Your basis for damage is Spectral Wounds and summoned pets until you reach Level 41, where you get a damage boost from the Fire Mastery epic set. The pets are fun to have, if not a little unpredictable—but you have a lot of defensive powers to manage the battlefield. Here's a level-by-level guide to building your own personal army.

Primary Powers—Control: Illusion Control

Secondary Powers—Buff: Radiation Emission

#### DEFAULT ABILITIES

##### Level 1

Free Default Ability: Brawl

Slot: Damage

Free Default Ability: Sprint

Slot: Endurance Reduction

##### Level 2

Free Default Ability: Rest

Slot: Recharge Reduction

#### POWERS

##### Level 1

New Primary Power: Spectral Wounds

Slot: Accuracy

New Secondary Power: Radiant Aura

Slot: Healing

##### Level 2

New Secondary Power:

Radiation Infection

Slot: Endurance Reduction

##### Level 3

Two Additional Slots

Radiation Infection: To Hit Debuff

Spectral Wounds: Damage

##### Level 4

New Primary Power: Blind

Slot: Accuracy

##### Level 5

Two Additional Slots

Spectral Wounds: Damage

Radiation Infection: To Hit Debuff

##### Level 6

New Flight Power: Air Superiority

Slot: Accuracy

##### Level 7

Two Additional Slots

Blind: Recharge Reduction

Radiation Infection: Defense Debuff

##### Level 8

New Primary Power: Flash

Slot: Accuracy

##### Level 9

Two Additional Slots

Spectral Wounds: Damage

Flash: Recharge Reduction

##### Level 10

New Fitness Power: Swift

Slot: Run Speed

##### Level 11

Two Additional Slots

Spectral Wounds:

Recharge Reduction

Radiation Infection: Recharge Reduction

##### Level 12

New Secondary Power:

Accelerate Metabolism

Slot: Recharge Reduction

##### Level 13

Two Additional Slots

Accelerate Metabolism:

Recharge Reduction

##### Level 14

New Flight Power: Fly

Slot: Recharge Reduction

##### Level 15

Two Additional Slots

Accelerate Metabolism:

Endurance Recovery

Fly: Flight Speed

##### Level 16

New Fitness Power: Health

Slot: Healing

##### Level 17

Two Additional Slots

Blind: Hold Duration

Flash: Hold Duration

##### Level 18

New Primary Power: Phantom Army

Slot: Recharge Reduction

##### Level 19

Two Additional Slots

Phantom Army: Accuracy

Phantom Army: Damage

##### Level 20

New Fitness Power

Slot: Endurance Recovery

##### Level 21

Two Additional Slots

Stamina: Endurance Recovery (2x)

##### Level 22

New Primary Power:

Superior Invisibility

Slot: Endurance Reduction

##### Level 23

Two Additional Slots

Superior Invisibility:

Endurance Reduction

Phantom Army: Damage

##### Level 24

New Secondary Power:

Enervating Field

Slot: Endurance Reduction

##### Level 25

Two Additional Slots

Enervating Field:

Recharge Reduction

Enervating Field:

Recharge Reduction



## LEVELING AND HUNTING STRATEGIES

### SOLO

#### Levels 1–10

In your early levels, you are highly dependant on Radiation Infection and your ability to fight within its cover. Until you reach Level 18, your two main damage powers are Spectral Wounds and Blind; however, Blind's damage doesn't scale as much and becomes less useful for inflicting damage as you level. Radiation Infection (RI) is the key to your survival—it's an area of effect (AoE) Debuff that's anchored on an enemy target and spreads to those around him. Any foe caught in the cloud will have their Accuracy and defense greatly reduced, thereby allowing you to avoid many of their attacks and retaliate with greater accuracy.

The key to using RI is to approach a group of equal level, hit one target with RI, then rush the group and attack the other targets while in the cloud. If done correctly, you keep the pack you're fighting within the Debuff area, and you take little to no damage. Radiant Aura gives you a small bit of Healing, but it's better to carry extra Heal Inspirations. Hunt groups of three to five equal-level foes and you should be safe. When you are in combat, make sure Sprint is off to conserve endurance, since RI drains a little endurance every second that it's up. Corner trapping is a good means of gathering loose enemies into RI's range while minimizing the risk to you. Don't get caught in the middle of a pack when your endurance is about to run out—you will take massive damage if RI drops while you're unable to escape.

#### Levels 11–20

You can tackle tougher enemies as you slot Radiation Infection and

Spectral Wounds. As you slot more enhancements, packs of five that are one to two levels higher than you will become easier to handle. You're pretty much restricted to the same combo of RI and Spectral Wounds until you reach Level 18, when your Phantom Army can do your fighting for you.

Phantom Army summons three Decoy pets at your level to come fight alongside you, though their actions are a little unpredictable. They attack anything that aggroes them, but will not react if you're taking damage. Therefore, you must walk them into the pack that you want to fight. To quickly recharge Phantom Army, use Accelerate Metabolism as often as it recharges. Although it may be tempting to obtain the Hasten power from the Speed Power Pool, the resulting Endurance drop after Hasten wears off may occur at a poor time when you are using Radiation Infection. Later in your Hero's career, when you may be running more toggle debuffing powers, Hasten becomes even more dangerous to use.

Continue to use RI since it improves your pets' accuracy and improves your survivability in melee. Your inherent ability of Containment becomes especially useful at these levels. Use Flash to Hold multiple enemies if things start getting out of hand or if you want to keep your foes in a certain area. Use Blind on Bosses and Lieutenants that may pose threats to you. When they are held, you will do double damage because of your inherent ability. As your Phantom Army dishes out damage, pick out targets that are hurt enough to be finished off with Bind and Spectral Wounds for a one-two finishing combo. Control the battlefield—watch your enemies and react to potential danger.

#### Levels 21–30

These levels are much like the previous, with your powers reaching their full potential. Your Phantom Army will take down foes faster with slotting for damage; when you can support the endurance cost, you can run RI with Enervating Field to substantially boost the damage you and your pets do. To use Accelerate Metabolism to quickly recharge all of your powers, allowing you to efficiently move from one pack to the next. The Leadership powers you pick up are more to benefit grouping since the endurance drain can't really be supported. Test your limits by tackling tougher groups and master reacting to danger with your Hold powers.

#### Levels 31–50

At Level 32 you get Phantasm, another pet to boost your overall damage output. This is a long-term pet that is Buffable with your Leadership powers and can be Healed as well. It can also summon its own set of pets to aid in battle, so you could potentially find yourself in a huge fighting group. With EMP Pulse and Flash, you now have two AoE Hold powers that you can alternate. Using EMP Pulse leaves you momentarily vulnerable, but your pets should protect you.

It's better to just run the Radiation Infection and Enervating Field combo and use your Holds in emergencies or if you're in a group. You get another jump in damage output when you reach Level 41, where you gain access to the Fire Mastery power pool. Slot Fire Ball and Fire Blast for damage and join in the fight. Consume will be invaluable for refilling your Endurance bar when you're low and still have several enemies around you.

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**DUOS**

**Levels 1–20: Ideal Ranking**  
**Scrappier/Blaster:** Since you are so limited in your attacks early on, team with someone who can quickly dish out a lot of damage. Scrappers are preferred since they are melee and will engage the enemy within the RI cloud. Inform your partner to leave your Radiation Infection's anchor for last when selecting targets.

**Tanker:** Another melee class that won't scatter your enemies out of RI range. Tankers can finish off the targets you've hit with Spectral Wounds or vice versa.

**Defender:** This is not ideal but will be a safe group. Defenders can keep you healed, add a little damage, and stack Debuffs and Crowd Control. Experience gain may be the same as if you were soloing, however.










**Levels 21–50: Ideal Ranking**  
**Scrappier/Blaster:** Again, you've got the battlefield under control; you're just looking for more damage. Your pets can help tank, so Scrappers are free to attack at will. Scrappers greatly benefit from fighting under Radiation Infection since they already have a defensive boost. A Spines Scrapper or Fire Blaster can deal out good AoE damage to speed up your street sweeping.

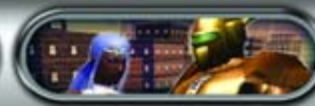
**Tanker:** Added damage and safety is the main benefit from grouping with a Tanker. His Taunt can keep your packs neatly gathered while you and your pets dish out the damage. Fire Tankers can give your team a significant boost in damage output with their Burn power and various AoE attacks.

# POWER SETS

## PRIMARY POWERS

# EARTH CONTROL

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST COST	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
 Stone Prison	Click	Foe	78	193	4	Character	—	—	Accuracy_Beast, iDamage_Beast, iRecharge_Beast, iEnduranceDiscount_Beast, iRange_Beast, iImmobilized_Boost	Range, Moderate DoT(Smash), Foe Immobilize, DEF-Fly
	Immobilizes a single target within an earthy formation and deals some Smashing damage over time. Some more resilient foes may require multiple attacks to immobilize. Stone Prison can also reduce a target's Defense. Damage: Moderate DoT1. Recharge: Fast									
 Fossilize	Click	Foe	8,528	2,07	8	Character	—	—	Accuracy_Beast, iRecharge_Beast, iEnduranceDiscount_Beast, iRange_Beast, iHold_Boost, iDamage_Boost	Range, Moderate DMG(Smash), Foe Hold, DEF
	Encases a single target within solid stone. The stone slowly crushes the victim, dealing Smashing damage. The Fossilized victim is held helpless and unable to defend himself. Damage: Moderate. Recharge: Moderate									
 Stone Cages	Click	Foe	15.6	2.83	8	Sphere	30	16	Accuracy_Beast, iDamage_Beast, iRecharge_Beast, iEnduranceDiscount_Beast, iRange_Beast, iImmobilized_Boost	Range (Location AoE), Minor DMG(Smash), Foe Immobilize, Fly-DEF
	Immobilizes a group of foes within earthy formations and deals some Smashing damage over time. Slower and less damaging than Stone Prison, but can capture multiple targets. Stone Cages can also reduce a target's Defense. Damage: Minor DoT1. Recharge: Moderate									
 Quicksand	Click	Caster	78	31	30	Location	—	—	Recharge_Beast, iEnduranceDiscount_Beast, iRange_Beast, iSlow_Boost	Range (Location AoE), Foe Speed, Jump, Fly-DEF
	You can cause the ground to liquefy like Quicksand at a targeted location. Any foes that pass through the Quicksand will become slowed, and their Defense reduced. Foes trapped in the Quicksand cannot jump or fly. Recharge: Slow									
 Salt Crystals	Click	Foe	15.6	1.07	90	Sphere	30	16	Accuracy_Beast, iRecharge_Beast, iEnduranceDiscount_Beast, iSleep_Boost	PBAOE, Foe Sleep, DEF
	Attempts to encrust all nearby foes in a Pillar of Salt. The victims will remain encased within the salt for quite a while, but will automatically break free if attacked. Affected targets have reduced defense for a while, even if they break free. Recharge: Slow									
 Slaughtines	Click	Foe	10.4	2.1	90	Sphere	25	16	Accuracy_Beast, iRecharge_Beast, iEnduranceDiscount_Beast, iRange_Beast, iScurned_Boost, iDamage_Boost	Range (Targeted AoE), Minor DMG(Lethal), Foe Disorient, DEF
	You can cause Slaughtines to erupt all around an enemy, damaging all nearby foes. The Slaughtines deal minimal lethal damage, and can Disorient all affected targets for a good while, as well as reduce their Defense. You must be on the ground to activate this power. Damage: Minor. Recharge: Slow									
 Earthquake	Click	Caster	10.4	2.03	90	Location	—	—	Recharge_Beast, iEnduranceDiscount_Beast, iRange_Beast, iKnockback_Boost, iDebuff_Boost	Range (Location AoE), Foe Knockback
	Generates a powerful, localized Earthquake. Most foes that pass through the location will fall down. The violent shaking also reduces their Accuracy and Defense. Recharge: Slow									
 Volcanic Gases	Click	Caster	18.2	1.17	240	Location	—	—	Accuracy_Beast, iRecharge_Beast, iEnduranceDiscount_Beast, iRange_Beast, iDamage_Boost, iHold_Boost	Range (Location AoE), Foe Hold, Minor DoT(Fire), Special
	You can tap into the geothermal power of the Earth and focus it at a targeted location. Foes that pass near a thermal vent will take minor fire damage and be overcome by the gases, leaving them choking and helpless. Damage: Minor DoT1. Recharge: Very Long									
 Animate Stone	Click	Caster	208	3.2	240	Location	—	—	Recharge_Beast, iEnduranceDiscount_Beast, iRange_Beast, iScurned_Boost, iDamage_Boost, iKnockback_Boost, iAccuracy_Boost	Summon Golem: Melee Heavy DMG(Smashing)
	Earth and stone coalesce to form an incredibly tough entity that can attack your foes. The Animated Stone is not alive and is immune to Psionic damage. It is also virtually immune to Sleep, Immobilize, Disorient, and Hold effects. The entity can be healed and buffed like any teammate. Type: /release_pets in the chat window to release all your pets. Recharge: Very Long									







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


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### GRAVITY CONTROL CONT.










POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH. TYPES	POWER TYPE
 Dimension Shift	Click	Foe	13	1.17	90	Sphere	25	16	Accuracy, Boost, (Recharge, Boost, (Endurance) Discount, Boost, (Range, Boost, (Intangible, Boost	Ranged (Targeted AoE), Foe (Intangible)
Your mastery of gravity allows you to manipulate dimensions, bringing multiple foes out of sync with reality. Your foes becomes completely intangible, and cannot affect or be affected by those in normal space. Recharge: Slow										
 Gravity Distortion Field	Click	Foe	15.6	1.83	240	Sphere	20	16	Accuracy, Boost, (Recharge, Boost, (Endurance) Discount, Boost, (Range, Boost, (Hold, Boost, (Slow, Boost	Ranged (Targeted AoE), Foe (Hold)
Creates a large, intensely misshapen Gravity Distortion Field that encompasses several foes, rendering them unable to take any action. Recharge: Very Long										
 Wormhole	Click	Foe	15.6	3	90	Sphere	15	16	Accuracy, Boost, (Recharge, Boost, (Endurance) Discount, Boost, (Range, Boost, (Knockback, Boost, (Stunned, Boost	Ranged (Targeted AoE), Foe (Teleport, Disorient, Knockback)
You can open a gravitational Wormhole behind a targeted foe and violently push him, and all nearby foes, through it. The victims are sent flying out the other end of the Wormhole and are left Disoriented. You determine the location of the Wormhole's end, and can place it high in the air if desired. More powerful foes may be resistant to the Wormhole effects. Recharge: Slow										
 Singularity	Click	Caster	20.8	2.03	240	Location	—	—	Recharge, Boost, (Endurance) Discount, Boost, (Range, Boost, (Hold, Boost, (Damage, Boost, (Accuracy, Boost, (Immobilized, Boost, (Intangible, Boost, (Knockback, Boost	Ranged (Targeted AoE), Foe (Teleport, Disorient, Knockback)
Summon Singularity: Ranged Control Special! You can create a very powerful Gravitational Singularity. The Singularity will engage your foes, assaulting them with various gravity powers. Any foes that attempt to approach the Singularity will be violently hurled away. The Singularity cannot be healed, but is highly resistant to all forms of damage and nearly impervious to Controlling type powers. Type: /release. pets in the chat window to release all your pets. Recharge: Very Long										

### ICE CONTROL

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH. TYPES	POWER TYPE
	Click	Foe	7.8	1.17	4	Character	—	—	Accuracy, Boost, (Damage, Boost, (Endurance) Discount, Boost, (Range, Boost, (Immobilized, Boost, (Slow, Boost, (Minor) DOT, (Recharge, Fast	Ranged, Moderate DOT (Cold), Foe Immobilize, SPD, Recharge
Immobilizes your target in an icy trap, dealing some Cold damage over time as well as slightly slowing the target's attack and movement speed. Damage: Moderate DOT, Recharge: Fast										
	Click	Foe	8.528	1.87	8	Character	—	—	Accuracy, Boost, (Recharge, Boost, (Endurance) Discount, Boost, (Range, Boost, (Hold, Boost, (Damage, Boost, (Slow, Boost, (Minor) DOT, (Recharge, Moderate	Ranged, Moderate DMG (Cold), Foe Hold, SPD, Recharge
You can freeze a single foe in a Block of Ice. The target is frozen solid, helpless, and can be attacked. More powerful foes may not be held, but all affected targets will be Slowed and take some Cold damage. Damage: Moderate										
	Click	Foe	15.6	2.07	8	Sphere	30	16	Accuracy, Boost, (Damage, Boost, (Endurance) Discount, Boost, (Range, Boost, (Immobilized, Boost, (Slow, Boost, (Minor) DOT, (Recharge, Moderate	Ranged (Targeted AoE), Minor DOT (Cold), Foe Immobilize, SPD, Recharge
Immobilizes a group of foes in icy traps. Deals minimal Cold damage over time and slightly Slows the targets. Slower and less damaging than Chilblain, but can capture multiple targets. More resilient foes may only be Slowed. Damage: Minor DOT, Recharge: Moderate										
	Toggle	Foe	2.08	2.03	15	Sphere	25	16	Recharge, Boost, (Endurance) Discount, Boost, (Slow, Boost, (Confuse, Boost, (Minor) DOT, (Recharge, Very Long	Toggle: PB-AOE, Foe Confuse/Special, SPD, Recharge, Stealth
While this power is active, you are surrounded in a fog of Arctic Air that dramatically slows the attack and movement speed of nearby foes. The chill of Arctic Air is so bitter that many foes are forced to flee, albeit very slowly, from the immediate area. Others may attack their own allies, as the fog from the Arctic Air is thick and can cause much confusion. The cold air can also reduced the stealth capability of affected foes. Recharge: Slow										
	Click	Foe	10.4	2.17	30	Cone	60	16	Accuracy, Boost, (Recharge, Boost, (Endurance) Discount, Boost, (Range, Boost, (Slow, Boost, (Minor) DOT, (Recharge, Very Long	Ranged (Cone), Foe SPD, Recharge
You can blast forth a wide cone of chilling air that dramatically Slows the movement and attack rate of nearby foes. Recharge: Slow										
	Click	Caster	10.4	3.1	90	Location	—	—	Recharge, Boost, (Endurance) Discount, Boost, (Range, Boost, (Slow, Boost, (Minor) DOT, (Recharge, Very Long	Target (Location AoE), Foe Knockdown, SPD
You can create a large patch of ice at a targeted area, causing all foes that pass through it to lose their footing. Those caught in the ice Slick are dramatically slowed and tend to fall down. Recharge: Slow										
	Click	Foe	15.6	2.37	90	Sphere	25	16	Accuracy, Boost, (Damage, Boost, (Recharge, Boost, (Endurance) Discount, Boost, (Range, Boost, (Sleep, Boost, (Minor) DOT, (Recharge, Very Long	Ranged (Targeted AoE), Minor DMG (Cold/Lethal), Foe Sleep
You can Flash Freeze a large patch of ground beneath a targeted foe, instantly forming dozens of deadly ice shards that do Cold damage to all enemies in the area. The victims are left trapped within the ices, but can break free if disturbed. Only targets near the ground can be affected. Damage: Minor, Recharge: Slow										
	Click	Foe	15.6	2.03	240	Sphere	30	16	Accuracy, Boost, (Recharge, Boost, (Endurance) Discount, Boost, (Hold, Boost, (Slow, Boost, (Minor) DOT, (Recharge, Very Long	PB-AOE, Foe Hold, Recharge, SPD
You can freeze all foes around yourself in blocks of Glacial ice. The targets are frozen solid, helpless, and can be attacked. Even after the victims emerge, they remain chilled and their attack and movement speed is Slowed for a while. This power can only be cast near the ground. Recharge: Very Long										
	Click	Caster	20.8	1.87	240	Location	—	—	Recharge, Boost, (Endurance) Discount, Boost, (Range, Boost, (Accuracy, Boost, (Slow, Boost, (Minor) DOT, (Recharge, Very Long	Summon Jack Frost: Melee Moderate DMG (Cold)
You can create a very powerful entity of animated ice at a targeted location. Jack Frost possesses several ice powers to attack any nearby foes and can be healed and buffed like any teammate. Type: "/>										



# ILLUSION CONTROL

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	EN TYPES	POWER TYPE
 Spectral Wounds	Click	Foe	6.884	1.07	6	Character	—	—	Accuracy, Boost, kDamage, Boost, kRecharge, Boost, kEnduranceDiscount, Boost, kRange, Boost	Ranged, High DMG/Plsionic, +Special
Spectral Wounds convinces the target that he has taken severe damage. The illusion is so convincing that the victim can fall from the Spectral Wounds. However, the damage is not real, and if the victim survives long enough, the illusion will fade, and some of the wounds will heal. Damage: High/Illusory. Recharge: Moderate										
 Blind	Click	Foe	8.528	1.67	9	Character	—	—	Accuracy, Boost, kDamage, Boost, kEnduranceDiscount, Boost, kRange, Boost, kSleep, Boost, kRecharge, Boost, kHold, Boost	Ranged (Targeted AoE), Moderate DMG/Plsionic, Foe-Hold/Sleep
Partially Blinds a single targeted foe so severely that he is rendered helpless. Blind is so bright that additional foes may also be blinded, though they will not take any damage, and attacking them will free them from the effects. Damage: Moderate. Recharge: Moderate										
 Deceive	Click	Foe	8.528	5.87	8	Character	—	—	Accuracy, Boost, kRecharge, Boost, kEnduranceDiscount, Boost, kRange, Boost, kConfuse, Boost	Ranged, Foe Confuse
You can Deceive an enemy into believing his friends are not who they appear to be. If successful, the enemy will ignore you, and attack his own allies. If you Deceive someone before they have noticed you, your presence will continue to be masked. You will not receive any Experience Points for foes defeated by a Deceived enemy. Recharge: Moderate										
 Flash	Click	Foe	15.6	3	240	Sphere	30	16	Accuracy, Boost, kRecharge, Boost, kEnduranceDiscount, Boost, kHold, Boost	PBAOE, Foe-Hold
Generates a brilliant flash of light around you that blinds nearby foes. Flashed foes are rendered helpless and unable to defend themselves. Recharge: Very Long										
 Superior invisibility	Toggle	Caster	0.52	0.73	15	Character	—	—	EnduranceDiscount, Boost, kRecharge, Boost, kBuff, Defense, Boost	Toggle: Self Stealth, +DEF(All)
You can bend light around yourself to become completely invisible. While this power is active, you are all but impossible to detect, and have an extremely high Defense bonus to all attacks. Superior Invisibility is the only toggle invisibility power that allows you to attack while it is active, although you will lose some of your defense bonus if you do so. Superior invisibility cannot be used with any other self-affecting Concealment type power. Recharge: Slow										
 Group invisibility	Click	Teammate	10.4	2.03	240	Sphere	25	—	EnduranceDiscount, Boost, kRecharge, Boost, kBuff, Defense, Boost PBAOE, Team Stealth, +DEF	
(All) Makes you and all teammates around you invisible. While invisible, you and your teammates are almost impossible to detect. Even if discovered, Group Invisibility grants a bonus to your Defense to all attacks, although you will lose some of your defense bonus if you attack, although you will lose some of your defense bonus if you attack. Group Invisibility has no movement penalty. Recharge: Slow										
 Phantom Army	Click	Caster	26	3.1	240	Location	—	—	Recharge, Boost, kEnduranceDiscount, Boost, kRange, Boost, kDamage, Boost, kAccuracy, Boost	Summon Decoys: Ranged Minor DMG/Energy/Special
You can fabricate 3 Phantom heroes around a targeted foe. These Phantoms are not real, and are indestructible. Their attacks are similar to Spectral Wounds. Though they deal damage, it is illusory and will heal if the victim survives long enough. Phantoms are short-lived and cannot be buffed or healed. Recharge: Very Long										
 Spectral Terror	Click	Caster	16.64	3.2	45	Location	—	—	Recharge, Boost, kEnduranceDiscount, Boost, kRange, Boost, kFear, Boost, kAccuracy, Boost	Summon Terror: Ranged Fear
You can create an illusion of unspeakable Terror. The manifestation is so horrible that it caused most foes to tremble helplessly in terror. The Spectral Terror may also terrify individual foes, causing them to run away in panic. Recharge: Slow										
 Phantasm	Click	Caster	26	2.03	240	Location	—	—	Recharge, Boost, kEnduranceDiscount, Boost, kRange, Boost, kKnockback, Boost, kSpeedflying, Boost, kAccuracy, Boost, kSummon Phantasm: Ranged Moderate DMG/Energy	
You can construct a powerful entity composed of pure light. Although made of light, the Phantasm is tangible and has powerful Energy attacks. The Phantasm can also fly, and summon duplicates of itself. The duplicates are intangible, and cannot be harmed. The duplicates deal illusory damage similar to that dealt by Spectral Wounds. Only the original Phantasm can be healed and buffed. Recharge: Type "Release, pets" in the chat window to release all your pets. Very Long										

**MIND CONTROL**

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Mesmerize	Click	Foe	52	1.67	6	Character —	—	—	Accuracy, Boost, kDamage, Boost, kEnduranceDiscount, Boost, kRange, Boost, kSleep, Boost	Ranged, Moderate DMG(Psionic), Pse-Sleep
Mesmerize painfully assails a target with psychic energy, rendering him unconscious. The target will remain asleep for some time, but will awaken if attacked. Damage: Moderate; Recharge: Moderate										
Levitate	Click	Foe	6,984	1.87	6	Character —	—	—	Accuracy, Boost, kDamage, Boost, kRecharge, Boost, kEnduranceDiscount, Boost, kRange, Boost, kKnockback, Boost	Ranged, Moderate DMG(Smash)
You can send a single target violently into the air, then slam him to the ground for Smashing damage. This power can bring flying foes to the ground. Damage: Moderate; Recharge: Moderate										
Domininate	Click	Foe	8,528	1.1	8	Character [EM]	[EM]	—	Accuracy, Boost, kRecharge, Boost, kEnduranceDiscount, Boost, kRange, Boost, kHold, Boost, kDamage, Boost	Ranged, Moderate DMG(Psionic), Pse-Hold
Painfully tears at the mind of a single foe. Dominate deals Psionic damage and renders a foe helpless, lost in his own mind and unable to defend himself. Damage: Moderate; Recharge: Moderate										
Confuse	Click	Foe	8,528	5.87	8	Character —	—	—	Accuracy, Boost, kRecharge, Boost, kEnduranceDiscount, Boost, kRange, Boost, kConfuse, Boost	Ranged, Target Confuse
You can Confuse an enemy, forcing him to believe his friends are not who they appear to be. If successful, the enemy will ignore you and attack his own allies. If you Confuse someone before he has noticed you, your presence will continue to be masked. You will not receive any Experience Points for foes defeated by a Confused enemy. Recharge: Moderate										







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### MIND CONTROL CONT.

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH. TYPES	POWER TYPE
Mass Hypnosis	Click	Foe	15.6	2.03	45	Sphere	25	16	Accuracy, Boost, Recharge, Boost, EnduranceDiscount, Boost, KRange, Boost, KSleep, Boost	Ranged (Targeted AoE), Foe, Sleep
Hypnotizes a group of foes at a distance and puts them to sleep. The targets will remain asleep for some time, but will awaken if attacked. This power deals no damage, but if done discreetly, the targets will never be aware of your presence. Recharge: Slow										
Teekinesis	Toggle	Foe	1.56	0.3	60	Sphere	10	5	Recharge, Boost, EnduranceDiscount, Boost, KRange, Boost	Toggle, Ranged (Targeted AoE), Foe, Hold, Repel
Lifts a foe and any nearby foes, off the ground and repels them. The targets are helpless, unable to take action, and will continue to hover away, picking up any passing targets, as long as you keep this power active. Keeping up this level of concentration costs a lot of endurance. Recharge: Slow										
Total Domination	Click	Foe	15.6	2.03	240	Sphere	20	16	Accuracy, Boost, Recharge, Boost, EnduranceDiscount, Boost, KRange, Boost, KHold, Boost	Ranged (Targeted AoE), Foe, Hold
Tears at the mind of a target foe and those near him. Dominate renders all affected foes helpless, lost in their own minds and unable to defend themselves. Recharge: Very Long										
Terrify	Click	Foe	20.8	2.03	40	Cone	60	16	Accuracy, Boost, KDamage, Boost, KRecharge, Boost, KEnduranceDiscount, Boost, KRange, Boost, KDebuff, ToHit, Boost	Ranged (Cone), Minor DMG (Psionic), Foe, Fear (Special)
This power terrifies foes within a cone area in front of you, causing them to tremble in fear uncontrollably. The effect is so frightening and overwhelming that the target takes real damage from the physiological response to this psychic attack. Damage: Minor. Recharge: Slow										
Mass Confusion	Click	Foe	26	1.67	240	Sphere	25	16	Accuracy, Boost, KRecharge, Boost, EnduranceDiscount, Boost, KRange, Boost, KConfuse, Boost	Ranged (Targeted AoE), Foe, Confuse
You can cause Mass Confusion within a group of foes, creating chaos. All affected foes within the area will turn and attack each other, ignoring all heroes. If you confuse villains before they noticed you, your presence will continue to go unnoticed. You will not receive any Experience Points for foes defeated by Confused enemies. Recharge: Very Long										

### SECONDARY POWERS

#### EMPATHY

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH. TYPES	POWER TYPE
Healing Aura	Click	Friend, KCast	13	2.03	8	Sphere	25	—	Recharge, Boost, EnduranceDiscount, Boost, KHeal, Boost	PBAOE, Team +Heal
Healing Aura restores some Hit Points to you and all nearby heroes. Healing Aura is not as potent as Heal Other, but can heal multiple targets at once. Recharge: Moderate										
Heal Other	Click	Friend	13	2.27	4	Character	—	—	EnduranceDiscount, Boost, KHeal, Boost, KRange, Boost, KRecharge, Boost	Ally, Heal
Heals a single targeted ally. You cannot use this power to heal yourself. Recharge: Fast										
Absorb Pain	Click	Friend	0.52	2.27	15	Character	—	—	Recharge, Boost, EnduranceDiscount, Boost, KHeal, Boost, KRange, Boost	Ally, Strong Heal, Self Moderate DMG (Special)
Dramatically heals an ally's wounds. This power has only a tiny endurance cost, but it requires you to sacrifice some of your Hit Points. Absorbing someone's pain can be quite dramatic, and afterwards you will be briefly unable to heal your own wounds by any means. Recharge: Slow										
Resurrect	Click	Dead Player	30.96	3.20	180	Character	—	—	Recharge, Boost, EnduranceDiscount, Boost, KRange, Boost	Ally, Rez
Resurrects a fallen ally with full Hit Points and Endurance. The Resurrected target is left protected from VP Debt for 20 seconds. Recharge: Very Long										
Clear Mind	Click	Friend	5.2	3.1	4	Character	—	—	Recharge, Boost, EnduranceDiscount, Boost, KRange, Boost	Ally + ResDisorient, Hold, Sleep, Immobilize, Fear, Confuse, +Perception
Frees an ally from any Disorient, Hold, Sleep, Fear, Confuse and Immobilize effects and leaves them resistant to such effects for a good while. Also, grants target clearer Perception to see hidden foes. Protection will improve with Multiple applications and as you advance in level. Recharge: Fast										
Fortitude	Click	Friend	10.4	2.27	60	Character	—	—	Recharge, Boost, EnduranceDiscount, Boost, KRange, Boost, KDebuff, ToHit, Boost	Ally + DEF (All), +DMG, +ACC
Fortitude immensely enhances a single ally's Accuracy, Damage, and Defense to all attacks. Recharge: Long										
Recovery Aura	Click	Friend, KCast	26	2.03	500	Sphere	25	—	Recharge, Boost, EnduranceDiscount, Boost, KRecovery, Boost	PBAOE, Ally + Recovery
The Recovery Aura dramatically increases the endurance recovery rate of all nearby heroes for a limited time. Emitting this Aura costs you a lot of endurance, and it takes a long time to recharge. Recharge: Very Long										
Regeneration Aura	Click	Friend, KCast	26	2.03	500	Sphere	25	—	Recharge, Boost, EnduranceDiscount, Boost, KHeal, Boost	PBAOE, Ally + Regeneration
The Regeneration Aura dramatically increases the healing rate of all nearby heroes for a limited time. Emitting this Aura costs you a lot of endurance, and it takes a long time to recharge. Recharge: Very Long										
Adrenalin Boost	Click	Friend	10.4	2.27	300	Character	—	—	Recharge, Boost, EnduranceDiscount, Boost, KRange, Boost, KRecovery, Boost, KHeal, Boost	Ranged, Ally + End, +Regeneration, +Recharge, Res (Slow)
Dramatically increases an ally's Endurance Recovery, Hit Point Regeneration and attack rate for 90 seconds. Also grants the target high resistance to slow effects. Recharge: Very Long										

## FORCE FIELD

POWER NAME	ACTIVATION TYPE	WHO?	END COST	RECHARGE TIME	RECHARGE EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Personal Force Field	Toggle	Caster	013	2:03	15 Character	—	—	Recharge, Boost, EnduranceDiscount, Boost, Buff, Defense, Boost	Toggle, Self +Def, Res(All), ACC
The Personal Force Field is almost impenetrable to all attacks even Psionics, although attacks from more powerful foes may get through more easily. Personal Force Field will also reduce the damage of any attacks that do get through. The Personal Force Field works both ways; while it is active, you can only use powers that affect yourself. Cannot be used with Rest, Recharge, Slow									
Deflection Field	Click	Friend	78	2:07	2 Character	—	—	EnduranceDiscount, Boost, Buff, Defense, Boost, kRange, Boost, kRecharge, Boost	Ranged, Ally +DEF, Smash, Lethal, All Melee, Res(Toxic)
Dramatically protects an ally from Smashing, Lethal and all Melee attacks for a limited time. Also reduces Toxic damage. You cannot stack multiple Deflection Shields on the same target; however, the shield can be improved by another ally using the same power. Can also be used in conjunction with your Insulation Shield. You cannot use this power on yourself. Recharge, Very Fast									
Force Bolt	Click	Foe	52	1:10	4 Character	—	—	Accuracy, Boost, kDamage, Boost, kRecharge, Boost, kEnduranceDiscount, Boost, kRange, Boost, kKnockback, Boost	Ranged, Minor DMG(Smash), Foe Knockback
Discharges a bolt of force that knocks down foes and deals some Smashing Damage. Damage: Minor, Recharge: Fast									
Insulation Shield	Click	Friend	78	2:07	2 Character	—	—	EnduranceDiscount, Boost, Buff, Defense, Boost, kRange, Boost, kRecharge, Boost	Ranged, Ally +DEF, Fire, Cold, Energy, Negative, All Ranged, Res (End Drain)
Dramatically protects an ally from Fire, Cold, Energy, Negative and all Ranged attacks for a limited time. The Insulation also protects the target from Endurance Draining effects. You cannot stack multiple Insulation Shields on the same target; however, the shield can be improved by another ally using the same power. Can also be used in conjunction with your Deflection Shield. You cannot use this power on yourself. Recharge, Very Fast									
Detention Field	Click	Foe	10.4	2:07	60 Character	—	—	Accuracy, Boost, kEnduranceDiscount, Boost, kRange, Boost, kRecharge, Boost	Ranged, Foe Capture (Special)
Encases a targeted foe in a Detention Force Field. The captured target cannot be harmed, is immobilized, and cannot attack or aid his allies. The target can, however, use powers on himself. Recharge, Slow									
Dispersion Bubble	Toggle	Friend, kCaster26	107	15	Sphere	25	—	Recharge, Boost, kEnduranceDiscount, Boost, kBuff, Defense, Boost	Toggle, PBAC, Team +ResHold, Immobilize, Disorient +DEF
Creates a large bubble which protects all allies inside. While active, the Dispersion Bubble gives all allies within increased Defense against all attack types including Psionic and Area Effect attacks. The Dispersion Bubble also protects allies from Immobilization, Disorient, and Hold effects. Recharge, Slow									
Repulsion Field	Toggle	Foe	039	2:03	20 Sphere	7	—	Recharge, Boost, kEnduranceDiscount, Boost, kKnockback, Boost	Toggle, PBAC, Knockback
This Toggle power creates a field that violently repels nearby foes. Each villain that is repelled costs you additional Endurance. Recharge, Slow									
Repulsion Bomb	Click	Foe	10.4	3:07	10 Sphere	12	—	Accuracy, Boost, kRecharge, Boost, kEnduranceDiscount, Boost, kRange, Boost, kKnockback, Boost, kStunned, Boost	Ranged (Targeted Ally AOE), Foe Knockback, Disorient
Projects an expanding Force Bubble around an ally that knocks down and Disorients nearby foes. This power cannot be used on yourself. Recharge, Slow									
Force Bubble	Toggle	Foe	01716	1:07	15 Sphere	50	—	Recharge, Boost, kEnduranceDiscount, Boost	Toggle, PBAC, Foe Repel, Knockdown
Creates a large bubble which protects all allies inside. While active, this power keeps all foes at bay, protecting all allies inside from melee or short ranged attacks. More powerful foes may be able to penetrate the Force Bubble, but may slip and get knocked down and forced back if they try. Recharge, Slow									

## KINETICS

POWER NAME	ACTIVATION TYPE	WHO?	END COST	RECHARGE TIME	RECHARGE EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Transfusion	Click	Foe	78	1:17	8 Character	—	—	Recharge, Boost, kEnduranceDiscount, Boost, kRange, Boost, kEndurance, Drain, Boost, kAccuraao, Boost, kHeal, Boost	Ranged, Foe-End, Regen, Team Heal
Transfusion drains an enemy of some Endurance and reduces the target's Regeneration rate, and transfers that energy, in the form of Hit Points, to all allies near the affected foe. You can use Transfusion to heal yourself as well as your allies. Recharge, Moderate									
Siphon Power	Click	Foe	10.4	1:33	20 Character	—	—	Accuracy, Boost, kRecharge, Boost, kEnduranceDiscount, Boost, kRange, Boost	Ranged, Foe-DMG, Team +DMG
You can Siphon the Power from a targeted foe, reducing his damage potential. The power is transferred back to you, increasing your own damage potential and that of all nearby allies. Recharge, Slow									
Repel	Toggle	Foe	039	1:07	20 Sphere	7	—	Recharge, Boost, kEnduranceDiscount, Boost, kKnockback, Boost	Toggle, Self AOE, Knockback
Repel creates a zone of kinetic energy that violently repels nearby foes. Each villain that is repelled costs additional Endurance. Recharge, Slow									
Siphon Speed	Click	Foe	78	1:33	60 Character	—	—	Accuracy, Boost, kRecharge, Boost, kEnduranceDiscount, Boost, kRange, Boost, kSpeedRunning, Boost, kSlow, Boost	Ranged, Foe-Speed, Self +Speed, +Recharge
You can Siphon the speed from a targeted foe, slowing his movement and attack rate while boosting your own. Recharge, Long									
Increase Density	Click	Friend	52	2:07	3 Character	—	—	Recharge, Boost, kEnduranceDiscount, Boost, kRange, Boost, kRes, Damage, Boost	Ranged, Ally Special
Increases an ally's mass, freeing him from any Disorient, Immobilization, or Hold effects and leaving him resistant to such effects for a while. Increase Density also protects the target from Knockback, as well as Smashing and Energy damage. Because the target grows more dense, his movement speed is slowed. You cannot use this power on yourself. Recharge, Fast									





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### KINETICS CONT.

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Speed Boost	Click	Friend	78	1	2	Character	—	—	Recharge, Boost, EnduranceDiscount, Boost, kRange, Boost, kSpeedRunning, Boost, kRecovery, Boost	Ranged, Ally, +SPD, +Recharge, +Recovery, Res Slow
You can hasten a single targeted ally. The target's movement speed, attack rate, and Endurance recovery are all greatly increased and the target gains resistance to Slow effects. You cannot use this power on yourself. Recharge: Very Fast										
Inertial Reduction	Click	Friend, kCaster	23.4	2.03	60	Sphere	25	—	EnduranceDiscount, Boost, kJump, Boost, kRecharge, Boost	PBAOE, Allies, +Jump
You can reduce your inertia along with that of all nearby allies. The affected heroes can then jump incredible distances for a while. Recharge: Long										
Transference	Click	Foe	26	2.27	30	Character	—	—	Recharge, Boost, kEnduranceDiscount, Boost, kRange, Boost, kEndurance, Drain, Boost, kAccuracy, Boost, kRecovery, Boost	Ranged (Targeted AOE), Target, End, Team, +Recovery, Special
Transference drains an enemy of some of his Endurance and transfers that Endurance to all allies near the affected foe. You can use Transference to recover Endurance for yourself as well as your allies. Recharge: Slow										
Fulcrum Shift	Click	Foe	15.6	2.17	60	Character	—	—	Recharge, Boost, kEnduranceDiscount, Boost, kRange, Boost, kAccuracy, Boost	Ranged (Free AOE), Foe, DMG, Team, +DMG
Fulcrum Shift drains the power of a targeted foe and all foes nearby, transferring it to all adjacent allies, the caster, and those near the caster. Affected foes will deal less damage, while your affected allies will deal more. The more foes that are affected, the more power your allies receive. Fulcrum Shift can dramatically turn the tide of a melee battle. Recharge: Long										




### RADIATION EMISSION

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Radiant Aura	Click	Friend, kCaster	13	2.03	8	Sphere	25	—	Recharge, Boost, kEnduranceDiscount, Boost, kHeal, Boost	PBAOE, Team, +Heal
You can use Radiant Aura to heal some of your wounds, and the wounds of your group. This power has a small radius, so your allies need to be near you if they wish to be affected. Recharge: Moderate										
Radiation Infection	Toggle	Foe	0.26	3.1	8	Sphere	15	16	Recharge, Boost, kEnduranceDiscount, Boost, kDebuff, Defense, Boost, kDebuff, ToHit, Boost, kRange, Boost	Toggle Ranged (Targeted AOE), Foe, DEF, ACC
Infects a targeted foe with deadly radiation, severely reducing his Accuracy and Defense. All foes that come near the target will also become infected. The Radiation Infection will last until you deactivate it or until the original target is defeated. Recharge: Moderate										
Accelerate Metabolism	Click	Friend, kCaster	15.6	2.03	422	Sphere	25	—	Recharge, Boost, kEnduranceDiscount, Boost, kSpeedRunning, Boost, kRecovery, Boost	Close AOE, Ally, +SPD, +Recharge, +Recovery, +Dmg, +Res (Effects)
Activating this power emits radiation that increases the running speed, attack speed, Endurance recovery, and damage potential of all nearby allies. Affected heroes' metabolisms are increased so much that they become resistant to effects such as Sleep, Hold, Disorient, Immobilization and Endurance Drain. Recharge: Very Long										
Energizing Field	Toggle	Foe	0.52	1.5	8	Sphere	15	16	Recharge, Boost, kEnduranceDiscount, Boost, kRange, Boost	Toggle Ranged (Targeted AOE), Foe, DMG, Res
While this power is active, you irradiate a targeted foe, and all foes nearby, with a deadly dose of radiation. This radiation weakens exposed targets, decreasing the damage of their attacks. It also significantly weakens their resistance, so they will take much more damage from other attacks. Recharge: Moderate										
Mutation	Click	DeadPlayer	26	3.20	180	Character	—	—	Recharge, Boost, kEnduranceDiscount, Boost, kRange, Boost, kRecovery, Boost	Close, Ally, Rez, Special
Using a concentrated burst of radiation, you can revive a fallen hero and mutate him into a killing machine. The Mutated hero has increased damage, Accuracy, Endurance recovery, and attack speed and is protected from VP Debt for 20 seconds. The entire experience is very taxing on the Mutated hero, and he will soon be severely weakened. All effects of the Mutation will eventually wear off. Recharge: Very Long										
Unglaring radiation	Click	Foe	15.6	1.5	90	Sphere	25	16	Accuracy, Boost, kRecharge, Boost, kEnduranceDiscount, Boost, kSlow, Boost, kRange, Boost	Ranged (Targeted AOE), Foe, Speed, Recharge, Regen
You can emit Unglaring Radiation that reduces the attack rate, movement speed, and Regeneration rate of the target, and all nearby foes. Recharge: Slow										
Choking Cloud	Toggle	Foe	4.16	2.03	90	Sphere	15	16	Recharge, Boost, kEnduranceDiscount, Boost, kHold, Boost	Toggle PBAOE, Foe Hold
While active, you generate toxic radioactive gas around yourself. Any nearby foes may be overcome by the gas, leaving them choking and helpless. Recharge: Long										
Fallout	Click	DeadPlayer	208	3.20	300	Character	—	—	Accuracy, Boost, kRecharge, Boost, kEnduranceDiscount, Boost, kDamage, Boost, kRange, Boost, kDebuff, Defense, Boost, kDebuff, ToHit, Boost	Post-Defeat: PBAOE, Extreme DMG (Energy), Foe, ACC, DEF, DMG, Res (All)
After an ally falls in battle, you can activate this power to extract the energy from their body to deal a massive amount of Energy damage to any nearby foes. All affected foes are extremely weakened by the Fallout, and their Accuracy, Defense, Damage and Damage Resistance is severely reduced. Damage: Extreme, Recharge: Very Long										
EMP Pulse	Click	Foe	208	2.93	300	Sphere	60	16	Accuracy, Boost, kRecharge, Boost, kEnduranceDiscount, Boost, kHold, Boost, kEndurance, Drain, Boost	PBAOE, Foe Hold, END, Regen, Special vs. Robots, Self-Recovery
You can unleash a massive pulse of electromagnetic energy. This EMP can affect machines, and is even powerful enough to affect synaptic brain patterns. It will drain the Endurance, and HP Regeneration of all affected targets and leave them incapacitated and held for a long while. Additionally, most machines and robots will take moderate high damage. However, this power uses a lot of Endurance and leaves you unable to recover Endurance for a while. Recharge: Very Long										

## SONIC DEBUFF

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
 Sonic Siphon	Click	Foe	8,528	217	16	Character	—	—	Accuracy, Boost, EnduranceDiscount, Boost, iRange, Boost, iRecharge, Boost	Ranged, Foe-Res(All)
By setting up a constant vibration within the body of your foe, you weaken his Damage Resistance. Affected targets will take more damage from successful attacks. Recharge: Slow										
 Sonic Barrier	Click	Friend	78	133	2	Character	—	—	EnduranceDiscount, Boost, iRes, Damage, Boost, iRange, Boost, iRecharge, Boost	Ranged, Ally-+Res(Smash, Lethal, Toxic)
This shield dramatically reduces the damage an ally takes from Smashing, Lethal, and Toxic attacks for a limited time. You cannot stack multiple Sonic Barriers on the same target. However, the shield can be improved by another ally using the same power. Can also be used in conjunction with your Sonic Haven. You cannot use this power on yourself. Recharge: Very Fast										
 Sonic Haven	Click	Friend	78	133	2	Character	—	—	EnduranceDiscount, Boost, iRes, Damage, Boost, iRange, Boost, iRecharge, Boost	Ranged, Ally-+Res(Fire, Cold, Energy, Negative Energy)
This shield dramatically reduces the damage an ally takes from the Cold, Energy, and Negative Energy attacks for a limited time. You cannot stack multiple Sonic Havens on the same target; however, the shield can be improved by another ally using the same power. Can also be used in conjunction with your Sonic Barrier. You cannot use this power on yourself. Recharge: Very Fast										
 Sonic Cage	Click	Foe	12,48	167	60	Character	—	—	Accuracy, Boost, EnduranceDiscount, Boost, iRange, Boost, iRecharge, Boost	Ranged, Foe Capture (Special)
Encases the target in an impenetrable field of sonic waves. The target cannot attack or be attacked. Recharge: Moderate										
 Disruption Field	Toggle	Foe	0,52	2,7	8	Sphere	15	16	Recharge, Boost, EnduranceDiscount, Boost	Toggle, Ranged (Target Ally/AoE), Foe-Res
You set up a constant wave of sonic energy around an ally, weakening the Damage Resistance of all nearby foes. Recharge: Moderate										
 Clarity	Click	Friend	5,2	1,5	4	Character	—	—	Recharge, Boost, EnduranceDiscount, Boost, iRange, Boost	Ally-+Res(Disorient, Hold, Sleep, Immobilize, Terrorize, Confusion), +Perception
By bouncing a carefully pitched sound wave off an ally's ear drum, you can free him from any Disorient, Hold, Sleep, Confusion, Fear, or Immobilize effects, and leave him resistant to such effects for a good while. Protection will improve with multiple applications and as you advance in level. Clarity also provides your ally enhanced perception. Recharge: Fast										
 Sonic Repulsion	Toggle	Foe	0,52	2,33	8	Sphere	10	—	Recharge, Boost, EnduranceDiscount, Boost, iKnockback, Boost	Toggle, Ranged (Target Ally/AoE), Foe Knockback
You create a powerful sonic resonance around an ally, repelling all foes nearby. You will lose endurance for each target repelled. Recharge: Moderate										
 Sonic Dispersion	Toggle	Friend, iCaster0,26	2,03	15	Sphere	25	—	—	Recharge, Boost, EnduranceDiscount, Boost, iRes, Damage, Boost	Toggle, iPlace, Ally-+Res(All Damage except iSonic, Hold, Immobilize, Disorient)
You create a large field of sonic waves, protecting allies inside. The Sonic Dispersion gives all allies within increased Resistance against all damage except iSonic. The Sonic Bubble also protects allies from Immobilization, Disorient, and Hold effects. Recharge: Slow										
 Liquety	Click	Caster	2,34	2,67	300	Location	—	—	Accuracy, Boost, iRecharge, Boost, EnduranceDiscount, Boost, iRange, Boost, iDefuse, Boost, iDefuff, iToxic, Boost, iDamage, Boost, iHold, Boost	Ranged (Location AoE), Minor Damage (Smashing/Energy), Foe Hold, iKnockdown, -ACC, -DEF
You unleash a barrage of sonic waves on the Earth itself, generating a powerful, localized earthquake. The impact of the sonic shockwave may hold some foes and deal some minor damage. Most foes that pass through the location will fall down. The violent shaking also reduces their Accuracy and Defense. Recharge: Slow										

## STORM SUMMONING

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
 Gale	Click	Foe	78	217	8	Cone	50	16	Accuracy, Boost, EnduranceDiscount, Boost, iRecharge, Boost, iDamage, Boost, iKnockback, Boost, iRange, Boost	Ranged (Cone), Minor DMG (Smash), Foe Knockback
You can call forth a tremendous gust of Gale force winds that knock down foes and deal some Smashing damage in a wide cone area. Damage: Minor. Recharge: Moderate										
 O2 Boost	Click	Friend	13	2,27	4	Character	—	—	EnduranceDiscount, Boost, iHeal, Boost, iRange, Boost, iRecharge, Boost	Ally Heal, -Res(Disorient, Sleep, End Drain)
around a targeted ally with rich oxygen, healing his wounds. The O2 Boost can protect a targeted ally from Sleep, Stun and Endurance Drain effects. You cannot use this power on yourself. Recharge: Fast										
 Snow Storm	Toggle	Foe	0,26	2,03	10	Sphere	25	16	EnduranceDiscount, Boost, iRecharge, Boost, iSlow, Boost	Toggle, Ranged (Targeted AoE), Foe-Sleep, -Recharge, -Fly
While active, the chill from this Snow Storm can dramatically slow the attack and movement speed of the target and all nearby foes. The torrent winds of the Snow Storm are enough to bring down flying foes. Recharge: Slow										





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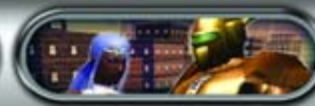
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Steamy Mist	Toggle	Friend, KCast026	1.87	15	15	Sphere	40	—	Recharge_Boost, MenduranceDiscount_Boost, kBuff_Defense_Boost, kRes_Damage_Boost	Toggle: PBAOE, Team Stealth, +DEFALL, +ResFire, Cold, Energy, Confuse
Your mastery of the elements allows you to hide yourself and all nearby allies within a Steamy Mist. Steamy Mist makes you and your allies harder to see and increases your Defense bonus to all attacks, while reducing Fire, Cold, and Energy damage, as well as your Foes ability to Confuse you. You cannot use any other Concealment type powers while using Steamy Mist. Recharge: Slow										
Freezing Rain	Click	Caster	18.2	2.03	60	Location	—	—	Accuracy_Boost, Recharge_Boost, MenduranceDiscount_Boost, kRange_Boost, kDamage_Boost, kSlow_Boost, kDebuff_Defense_Boost	Ranged (Location AOE) Minor DoT (Cold) Foe -Speed, -Recharge, -DEF -Res
Summons Freezing Rain at a targeted location. Freezing Rain deals minimal Cold damage to anything that passes through the storm. It also slows the affected foes and severely reduces their Defense and resistance to damage. Many foes may even slip and fall trying to escape the storm. Damage: Minor DoT. Recharge: Long										
Hurricane	Toggle	Foe	0.1625	2.03	10	Sphere	25	—	EnduranceDiscount_Boost, kRecharge_Boost, kDebuff_Tohit_Boost, kKnockback_Boost	Toggle: PBAOE, Foe -Range, -ACC, Repel, Knockback
You can summon a Hurricane. The wind and rain from this massive storm reduce the range and Accuracy of nearby foes. The massive winds of this storm continuously force foes away from you. Recharge: Slow										
Thunder Clap	Click	Foe	10.4	2.37	45	Sphere	25	16	Accuracy_Boost, MenduranceDiscount_Boost, kRecharge_Boost, kStunned_Boost	PBAOE, Foe Disorient
You can call forth a tremendous Thunder Clap that will Disorient most foes in a large area around you. Recharge: Slow										
Tornado	Click	Caster	20.8	1.17	60	Location	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kRange_Boost, kDamage_Boost, kStunned_Boost, kKnockback_Boost	Summon Tornado: PBAOE Minor DAM (Smash), Foe Knockback, Fear, Disorient
Conjures up a funnel cloud at a targeted location. The Tornado will chase down your foes, tossing them into the air and hurling them great distances. The victims are left Disoriented and with reduced Defense. The Tornado is a menacing sight, and can even cause panic among your foes. Recharge: Long										
Lightning Storm	Click	Caster	31.2	2.03	90	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kDamage_Boost, kKnockback_Boost, kMendurance_Drain_Boost, kAccuracy_Boost, kRange_Boost	Summon Storm: Ranged, High DMG (Energy), Foe -End
You can summon a massive Lightning Storm that will strike any foe that approaches you. Lightning from this storm can knock down and damage all nearby foes, and can even instill panic. Lightning bolts will continue to fall as long as the storm remains. Recharge: Long										

### TRICK ARROW

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Entangling Arrow	Click	Foe	5.2	2.17	4	Character	—	—	Accuracy_Boost, Recharge_Boost, kImmobilized_Boost, kRange_Boost	Ranged, Target Immobilize, Fly
Upon impact, the Entangling Arrow releases a strong net that can immobilize most targets. This non-lethal device deals no damage and does not prevent targets from attacking. The Entangling Arrow can bring down flying entities and halt jumping. Entangle Arrow has a fairly low Endurance cost and a bonus to its Accuracy. Recharge: Fast										
Flash Arrow	Click	Foe	7.8	3.33	15	Sphere	35	16	Recharge_Boost, MenduranceDiscount_Boost, kDebuff_Tohit_Boost, kAccuracy_Boost	Ranged (Targeted AOE) Foe -Visibility, -ACC
This arrow explodes in a dazzling flash of light and sound. The targets are so blinded that they can hardly see a thing. Most villains will not be able to see past normal melee range, although some may have better perception. If the villains are attacked, they will be alerted to your presence, but will suffer a penalty to Accuracy. Recharge: Slow										
Glue Arrow	Click	Foe	7.8	2.67	120	Character	—	—	Recharge_Boost, MenduranceDiscount_Boost, kRange_Boost, kSlow_Boost	Ranged (Location AOE) Foe -Speed, -Recharge
This arrow carries a cartridge of intensely sticky glue, which explodes on impact. The glue slows the movement and attack rates of any foes in the area. Damage: Recharge: Slow										
Ice Arrow	Click	Foe	8.528	3.33	18	Character	—	—	Accuracy_Boost, Recharge_Boost, MenduranceDiscount_Boost, kRange_Boost, kHold_Boost, kSlow_Boost	Ranged, Foe Hold, SPD, -Recharge
This arrow can freeze a single foe in a block of ice. The target is frozen solid, helpless, and can be attacked. More powerful foes may not be held, but all affected targets will be Slowed. Recharge: Moderate										
Poison Gas Arrow	Click	Foe	10.4	2.67	45	Character	—	16	Recharge_Boost, MenduranceDiscount_Boost, kRange_Boost, kSleep_Boost	Ranged (Targeted AOE) Foe -DMG, Sleep
This arrow carries a capsule cloud of poisonous gas, which explodes on impact and weakens all foes in its vicinity. Affected foes damage potential will be severely reduced. Some foes will be react badly to the poison and choke for a time. Recharge: Slow										
Acid Arrow	Click	Foe	7.8	3.33	20	Sphere	8	16	Accuracy_Boost, MenduranceDiscount_Boost, kRes_Damage_Boost, kRange_Boost, kDebuff_Defense_Boost, kDamage_Boost, kDebuff_Defense_Resistance_Damage_Minor, Recharge: Slow	Ranged Minor DoT (Toxic), Foe -Res (All), -DEF
This arrow explodes in a small shower of acid on impact. This acid eats through armor, causing damage over time. It reduces the target's Defense as well as his Damage Resistance. Damage: Minor. Recharge: Slow										
Disruption Arrow	Click	Caster	14.56	2.67	120	Location	—	—	EnduranceDiscount_Boost, kRes_Damage_Boost, kRange_Boost, kRecharge_Boost	Ranged (Location AOE) -Res (All)
This arrow plants a sonic resonator at a target location. The vibrations of the resonator weaken the Damage Resistance of all nearby foes. Recharge: Long										



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### ICE MASTERY

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Ice Blast	Click	Foe	10.66	1	8	Character	—	—	Accuracy, Boost, (Damage, Boost, (Recharge, Boost, (Endurance, Discount, Boost, (Range, Boost	Ranged, Moderate DMG (Cold, Smash), Fee, Recharge, SPD
Ice Blast hurls shards of ice at foes and slows their attacks and movement for a time. Slower recharge than Ice Bolt, but more damage. Damage: Moderate. Recharge: Moderate.										
Hibernate	Toggle	Caster	0.1625	0.07	240	Character	—	—	Endurance, Discount, Boost, (Heal, Boost, (Recharge, Boost, (Recovery, Boost	Toggle, Self, +Regeneration, +Recovery, Invulnerable; Fee, Hold
When you activate this power, you encase yourself in a block of solid ice, making yourself invulnerable, though you are frozen solid and cannot act. While hibernating within this block of ice, you heal damage and recover endurance at an incredible rate. You can emerge at will by deactivating the power, but you cannot hibernate for more than 30 seconds. If you activate this power while in the air, you will fall. Recharge: Long										
Frozen Armor	Toggle	Caster	0.1625	0.73	2	Character	—	—	Endurance, Discount, Boost, (Recharge, Boost, (Buff, Defense, Boost, (Res, Damage, Boost	Self, +Deflect, +Res, Lethal, +Res (Cold)
While this power is active, you coat your self in rock-hard frozen armor. The hardness of the frozen armor offers good defense to smashing and lethal attack as well as reduces cold damage. Also, fire attacks deal slightly less damage. You must have Ice Blast or Hibernate before selecting this power. Recharge: Very Fast										
Ice Storm	Click	Caster	19.5	2.03	120	Location	—	—	Recharge, Boost, (Damage, Discount, Boost, (Range, Boost, (Damage, Boost, (Slow, Boost	Ranged (Location, AoE), Minor DoT (Cold), Fee, Recharge, SPD
Shred your foes with this ice storm. This power deals a lot of damage in a large area and can slow all affected targets' movement and attack speed. You must have two other Ice Mastery Powers before selecting this power. Damage: Minor DoT, Recharge: Long										

### PRIMAL FORCES MASTERY

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Power Blast	Click	Foe	10.66	1.67	8	Character	—	—	Accuracy, Boost, (Damage, Boost, (Recharge, Boost, (Endurance, Discount, Boost, (Range, Boost, (Knockback, Boost	Ranged, Moderate DMG (Energy, Smash), Fee, Knockback
A much more powerful, yet slower version of Power Bolt. Power Blast sends a focused beam of energy at a foe that can knock him back. Damage: Moderate. Recharge: Moderate										
Conserve Power	Click	Caster	9.75	1.17	600	Character	—	—	Endurance, Discount, Boost, (Recharge, Boost	Self, Endurance, Discount
You can focus for a moment to conserve your endurance. After activating this power, you expend less endurance on all other powers for a while. Recharge: Very Long										
Temp Invulnerability	Toggle	Caster	0.1625	0.67	2	Character	—	—	Endurance, Discount, Boost, (Recharge, Boost, (Res, Damage, Boost	Toggle, Self, +Res, Smash, Lethal
When you toggle on this power, you become highly resistant to smashing and lethal damage. You must have Power Blast or Conserve Power before selecting this power. Recharge: Fast										
Power Boost	Click	Caster	9.75	1.17	120	Character	—	—	Endurance, Discount, Boost, (Recharge, Boost	Self, +Special
Greatly boosts the secondary effects of your powers. Your powers effects like Disorient, Holds, Immobilizes, Heals, Defense Buffs, Endurance Drains, Knockbacks and more, are all improved. The effects of Power Boost last a short while, and only the next couple of attacks will be boosted. You must have two other Primal Forces Mastery Powers before selecting this power. Recharge: Long										

### PSIONIC MASTERY

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Mental Blast	Click	Foe	6.5	2.67	8	Character	—	—	Accuracy, Boost, (Damage, Boost, (Endurance, Discount, Boost, (Range, Boost, (Recharge, Boost	Ranged, Moderate DMG (Psionic), Target, Recharge
This basic attack does moderate psionic damage, and can slightly reduce a target's attack speed. Damage: Moderate. Recharge: Fast										
Indomitable Will	Click	Caster	19.5	0.73	360	Character	—	—	Endurance, Discount, Boost, (Recharge, Boost, (Buff, Defense, Boost	Self, Res, Disorient, Hold, Sleep, Fear, DEF (Psionic)
Activating this power greatly boosts your resistance to Sleep, Disorient, Fear and Hold effects for 90 seconds. Indomitable Will also grants a high defense to psionic-based attacks. Recharge: Very Long										
Mind Over Body	Toggle	Caster	0.1625	0.67	2	Character	—	—	Endurance, Discount, Boost, (Recharge, Boost, (Res, Damage, Boost	Toggle, Self, +Res, Smash, Lethal, Psionic
When you toggle on this power, you empower your mind over body to become highly resistant to smashing, lethal and psionic damage. You must have Mental Blast or Indomitable Will before selecting this power. Recharge: Fast										
Psionic Tornado	Click	Foe	23.14	2.37	20	Sphere	20	16	Accuracy, Boost, (Damage, Boost, (Recharge, Boost, (Endurance, Discount, Boost, (Range, Boost, (Knockback, Boost	Ranged (Targeted, AoE), Moderate DoT (Psionic), Fee, Knockback
Unleashes a whirlwind of psionic energy on a target, tossing nearby foes into the air. The psionic tornado damages foes and slows their attack speed. You must have two other Psionic Mastery Powers before selecting this power. Damage: Moderate DoT, Recharge: Slow										



# DEFENDER

## STAYING ALIVE

**Primary Power Set:** Buff  
**Secondary Power Set:** Ranged

The Defender is an interesting Archetype. They are similar to Controllers in that they can both Buff and Debuff and can hinder how enemies behave. A Defender's key ability, however, is being able to Heal better than any other Archetype (including Controllers). Also, unlike Controllers, they have ranged attacks that do direct damage to foes, making them more viable in solo situations than a Controller.

Depending on the path you choose, Healing may not be your primary focus. If this is the case, you'll find a bevy of ranged attacks at your disposal while you go about your business Buffing and Debuffing. It also doesn't hurt that Defenders are more resilient than both Controllers and Blasters, though this most certainly does not mean you should be stepping between a Scrapper and his target.

But, for most first-time players, the Defender's key ability is Healing. This makes them a rather high-demand Archetype for team settings; with relatively low numbers running around in game, it's a popular Archetype.



## PROS

- Due to your unique set of abilities and the low number of Defenders in game, you'll always have a team to play with.
- You're the Buffing and Debuffing king, which only adds to your value as a team member.
- Due to your mix of abilities (even if you choose not to focus on Healing), Defenders have many ways to contribute to any given situation, leading to plenty of variety in gameplay.

## CONS

- You're a support Archetype, which means that you won't be going on solo crusades à la the Scrapper or Tanker, so bear this in mind before settling down on this class.
- If you don't like others depending on you, do not play this Archetype. You're typically invited to groups to help keep people alive and/or powered up, so be on your toes at all times or there'll be a lot of angry teammates crying for your head.
- Your damage output is pretty limited in comparison to the Blaster, so take this into account when adding whatever offensive punch you have to a battle and deciding whether acting in a pure support role is a better use of endurance.

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## DEFENDER SAMPLE BUILD

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### DARKNESS RISING

This is a formidable Defender build that will allow you to effectively solo but still be great support for groups. However, this is a Crowd Control build, not a "primary Healer" build (a role most Defenders play). There are many ways to play Defenders; this build will give you a taste of what you can do with the Archetype, besides just sitting in the back and Healing for a group.

Primary Powers—Buffs: Radiation Emission

Secondary Powers—Ranged: Dark Blast

#### DEFAULT ABILITIES

##### Level 1

Free Default Ability: Brawl

Slot: Damage

Free Default Ability: Sprint

Slot: Run Speed

##### Level 2

Free Default Ability: Rest

Slot: Recharge Reduction

#### POWERS

##### Level 1

New Primary Power:

Radiation Infection

Slot: To Hit Debuff

New Secondary Power: Dark Blast

Slot: Damage

##### Level 2

New Primary Power: Radiation Aura

Slot: Recharge Reduction

##### Level 3

Two Additional Slots

Radiation Infection:

To Hit Debuff (2x)

##### Level 4

New Secondary Power: Moonbeam

Slot: Damage

##### Level 5

Two Additional Slots

Radiation Infection: To Hit Debuff

Moonbeam: Damage

##### Level 6

New Primary Power:

Accelerate Metabolism

Slot: Recharge Reduction

##### Level 7

Two Additional Slots

Accelerate Metabolism:

Recharge Reduction (2x)

##### Level 8

New Secondary Power: Gloom

Slot: Damage

##### Level 9

Two Additional Slots

Radiation Infection: Defense Debuff

Moonbeam: Damage

##### Level 10

New Fitness Power: Swift

Slot: Run Speed

##### Level 11

Two Additional Slots

Radiation Infection: Defense Debuff

Accelerate Metabolism:

Recharge Reduction

##### Level 12

New Leaping Power: Combat Jumping

Slot: Defense Buff

##### Level 13

Two Additional Slots

Accelerate Metabolism:

Recharge Reduction

Moonbeam: Damage

##### Level 14

New Jumping Power: Super Jump

Slot: Jump

##### Level 15

Two Additional Slots

Accelerate Metabolism:

Recharge Reduction

Moonbeam: Damage

##### Level 16

New Primary Power: Enervating Field

Slot: Endurance Reduction

##### Level 17

Two Additional Slots

Moonbeam: Endurance Reduction

Enervating Field:

Endurance Reduction

##### Level 18

New Fitness Power: Health

Slot: Healing

##### Level 19

Two Additional Slots

Gloom: Damage

Enervating Field:

Endurance Reduction

##### Level 20

New Fitness Power: Stamina

Slot: Endurance Recovery

##### Level 21

Two Additional Slots

Stamina: Endurance Recovery (2x)

##### Level 22

New Secondary Power:

Tenebrous Tentacles

Slot: Immobilize Duration

##### Level 23

Two Additional Slots

Stamina: Endurance Recovery (2x)



### Level 24

New Speed Power: Hasten  
Slot: Recharge Reduction

### Level 25

Two Additional Slots  
Hasten: Recharge Reduction  
Enervating Field:  
Endurance Reduction

## LEVELING AND HUNTING STRATEGIES

### SOLO

#### Levels 1–10

Your Radiation Emission power set makes it very easy for you to solo as a Defender. Effective use of Radiation Infection allows you to safely tackle groups of four to five enemies that are the same level as you. With Dark Blast, Gloom, and Moonbeam, you have a good selection of attacks to alternate through as you allow for recharge time. Practice keeping your targets in a tight group around the Radiation Infection anchor so that they are all affected by the Debuffs and will have a hard time hitting you. Remember to defeat the anchor last, as this removes the Debuffs and makes you more vulnerable to attacks. A typical combat round would open with anchoring Radiation Infection on one target, then switching to a nearby target to attack while you run up to melee range. It may seem dangerous, but you want to keep all the enemies you've engaged within melee range and within Radiation Infection's green cloud.

Use Gloom and Dark Blast as your main attacks. You can use Moonbeam, too, but it has a bit of a windup before the attack is released, which can be interrupted. You can also gather your foes by corner trapping. Pull a foe with a long-range shot from Moonbeam, stick Radiation Infection on him, then run out of sight around a building's corner and wait. The target and his buddies will typically try to

chase you down and will be neatly gathered as they round your corner.

Another fun tactic is to drag your Radiation Infection anchor around to nearby hostile groups. When a foe starts attacking you with melee, he usually follows you around in an attempt to stay in melee range. Using this behavior, you can have your Radiation anchor follow you from one group of enemies to another, but eventually the anchor will retreat from the field and you will have to find a new target.

#### Levels 11–20

Slot Radiation Infection to make it a more powerful Debuff, and slot your attacks for more damage. Your combat scheme won't change much even as you level. You'll have a bigger variety of attacks to play with, but you'll still want to use Radiation Infection as your main Debuff in every attack. Accelerate Metabolism is a great boost to your effectiveness as it Buffs your damage, movement, attack recharge, and Endurance Recovery along with providing resistance to a variety of attacks. When activated, it also Buffs nearby allies, making it great for team support.

Max out Recharge Reduction slots on this power—you'll want to use it as often as possible. As your foes get tougher to deal with, Combat Jumping will provide you with a little more defense in conjunction with

Radiation Infection's Debuffs. Working toward Stamina is a must, since running toggles and multiple Debuffs will start taking a heavy toll on your endurance supply.

#### Levels 21–30

There's no real change to play style here, although you've picked up some AoE powers for Crowd Control. Powers like Tenebrous Tentacles and Linger Radiation will make larger enemy groups more manageable and will be greatly appreciated in a group. These powers have various movement-impairing effects and defense and accuracy Debuffs that will greatly enhance your group's overall effectiveness while keeping them safe.

#### Levels 31–50

You will probably fight as you have in previous levels, using a variety of your Dark Blast attack powers under the protection of Radiation Emission's Buffs and Debuffs. However, you will pick up two ultimate powers—EMP Pulse and Blackstar. Be very selective on when to use these powers, as they leave you drained of endurance for a short duration and not able to recover.

These powerful attacks affect all enemies around you. When you're soloing, consider saving these as emergency attacks to get you out of trouble. The epic power Dark Consumption allows you to recover your endurance during a tough fight by using the

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foes around you and reducing your downtime. Dark Embrace and Soul Drain make you an even tougher combatant.

## DUOS

### Levels 1–20: Ideal Ranking

**Scrapper/Blaster:** Under Radiation Infection's protection, you are better off teaming with pure damage dealers for quick experience. Just make sure your teammate knows to leave the Debuff's anchor for last and to keep all the enemies within the range of the green cloud.

**Tanker:** Another melee class that won't scatter your enemies out of RI range. Tankers with Taunt can also keep your foes in a neat pack. **Defender:** This is not ideal but is a safe group. Defenders can keep you Healed, add a little damage, and stack Debuffs and Crowd Control. However, experience gain may be the same as when you solo.

### Levels 21–50: Ideal Ranking

**Scrapper/Blaster:** You have the battlefield under control; you're just looking for more damage. Scrapers are great to have on hand for the tougher Lieutenants and Bosses. A Spines Scrapper or Fire Blaster can deal out good AoE damage to speed up your street sweeping.

**Tanker:** Added damage and safety are the main benefits from grouping with a Tanker. His Taunts can keep your packs neatly gathered while you keep your Debuffs up and blast away with your attack powers. Fire Tanks can give your duo a significant boost in damage output with their Burn power and various AoE attacks.





## POWER SETS

### PRIMARY POWERS

#### DARK MIASMA

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Twilight Grasp	Click	Foe	78	237	8	Character	—	—	Recharge, Boost, KEnduranceDiscount, Boost, KRange, Boost, KAccuracy, Boost, KDebuff, ToHit, Boost, KHeal, Boost	Ranged, Foe-Acc, DMG, Team Heal
You channel Negative Energy from the Netherworld through yourself to a targeted foe. Twilight Grasp drains the power from that target and slowly transfers it to you and all nearby allies. The targeted foe's accuracy and damage are reduced, while you, and your nearby allies are healed. Recharge: Moderate										
Tar Patch	Click	Caster	78	31	90	Location	—	—	Recharge, Boost, KEnduranceDiscount, Boost, KRange, Boost, KSlow, Boost	Ranged (Location AoE), Target, Speed, Res, Fly
Drops a large patch of viscous Negative Energy which dramatically slows down enemies that run through it and reduces their damage resistance. Affected targets stuck in the Tar Patch cannot jump or fly. Recharge: Slow										
Darkest Night	Toggle	Foe	0.26	3.17	10	Sphere	25	16	Recharge, Boost, KEnduranceDiscount, Boost, KRange, Boost, KDebuff, ToHit, Boost	Toggle: Ranged (Targeted AoE), Foe-DMG-ACC
While active, you channel Negative Energy onto a targeted foe. Darkest Night decreases the damage potential and Accuracy of the target, and all foes nearby, as long as you keep the power active. Recharge: Slow										
Howling Twilight	Click	Foe	26	317	180	Sphere	15	16	Recharge, Boost, KEnduranceDiscount, Boost, KSlow, Boost, KStunned, Boost, KDamage, Boost, KRange, Boost	Ranged (AoE), Minor DMG(Negative), Target Slow, Recharge, Disorient, Ally Rez
Activating this power channels the power of the Netherworld to weaken your foes, in an attempt to revive all nearby fallen allies. You must stand near your defeated allies to revive them, then select a foe. The selected foe and all nearby foes will be Slowed, Disoriented, and drained of some life. Revived allies will have full Hit Points and Endurance and will suffer no ill effects and is left protected from XP Debt for 20 seconds. Recharge: Very Long										
Shadow Fall	Toggle	Friend, KCastor	26	2.03	15	Sphere	40	—	EnduranceDiscount, Boost, KRecharge, Boost, KDiff, Defense, Boost, KRes, Damage, Boost	Toggle: PBAC, Team Stealth, +DEF(All), +Res(Energy, Negative, Psionics, Fear)
Envelops you and your nearby teammates in a shroud of darkness. Shadow Fall does not grant invisibility but it does make you harder to detect. Even if you are discovered, Shadow Fall grants a bonus to Defense bonus to all attacks and Resistance to Fear, while reducing Energy, Negative Energy, and Psionic Damage. You cannot use any other Concealment type power while using Shadow Fall. Recharge: Slow										
Fearsome Stare	Click	Foe	8.528	2.03	40	Cone	70	16	Accuracy, Boost, KRecharge, Boost, KEnduranceDiscount, Boost, KDebuff, ToHit, Boost, KFear, Boost, KRange, Boost	Ranged (Cone), Foe-Fear-ACC
Instills Tremendous Fear within a cone area in front of you, causing all affected targets to tremble in Terror uncontrollably. Recharge: Slow										
Perturbing Gaze	Click	Foe	78	1.67	16	Character	—	—	Accuracy, Boost, KRecharge, Boost, KEnduranceDiscount, Boost, KRange, Boost, KHold, Boost	Ranged Hold
Perturbs a single targeted foe with a terrifying gaze. The victim is Held and defenseless. Recharge: Slow										
Black Hole	Click	Foe	13	1.03	120	Sphere	20	16	Accuracy, Boost, KRecharge, Boost, KEnduranceDiscount, Boost, KRange, Boost, KIntangible, Boost	Ranged (Targeted AoE), Foe Intangible
Opens up a Black Hole to the Netherworld that temporarily pulls in all foes within its grasp. The victims become phase shifted and are completely intangible. They are hard to see, and cannot affect or be affected by those in normal space. Recharge: Slow										
Dark Servant	Click	Caster	26	317	240	Location	—	—	Recharge, Boost, KEnduranceDiscount, Boost, KDebuff, ToHit, Boost, KHeal, Boost, KAccuracy, Boost, KImmobilized, Boost	Summon Dark Servant: Ranged Debuff Special
Summons a Dark Servant to your aid. The Dark Servant possesses an assortment of dark powers to weaken your foes. The summoned entity is not a willing servant, and it is only your power that binds it in this realm. The Dark Servant can be buffed and healed. Recharge: Very Long										

#### EMPATHY

OWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Healing Aura	Click	Friend, KCastor	13	2.03	8	Sphere	25	—	Recharge, Boost, KEnduranceDiscount, Boost, KHeal, Boost	PBAAC, Team+Heal
Healing Aura restores some Hit Points to you and all nearby heroes. Healing Aura is not as potent as Heal Other, but can heal multiple targets at once. Recharge: Moderate										
Heal Other	Click	Friend	13	2.27	4	Character	—	—	EnduranceDiscount, Boost, KHeal, Boost, KRange, Boost, KRecharge, Boost	Ally Heal
Heals a single targeted ally. You cannot use this power to heal yourself. Recharge: Fast										
Absorb Pain	Click	Friend	0.52	2.27	15	Character	—	—	Recharge, Boost, KEnduranceDiscount, Boost, KHeal, Boost, KRange, Boost	Ally Strong Heal Self Moderate DMG(Special)
Dramatically heals an ally's wounds. This power has only a tiny Endurance cost, but it requires you to sacrifice some of your Hit Points. Absorbing someone's pain can be quite dramatic, and afterwards you will be briefly unable to heal your own wounds by any means. Recharge: Slow										
Resurrect	Click	Dead Player	30.96	3.20	180	Character	—	—	Recharge, Boost, KEnduranceDiscount, Boost, KRange, Boost	Ally Rez
Resurrects a fallen ally with full Hit Points and Endurance. The Resurrected target is left protected from XP Debt for 20 seconds. Recharge: Very Long										





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Clear Mind	Click	Friend	5.2	3.1	4	Character	—	—	Recharge, Boost, EnduranceDiscount, Boost, KRange, Boost	Ally +ResDisorient, Hold, Sleep, Immobilize, Fear, Confuse, +Perception
Frees an ally from any Disorient, Hold, Sleep, Fear, Confuse and Immobilize effects and leaves them resistant to such effects for a good while. Also, grants target clearer Perception to see hidden foes. Protection will improve with Multiple applications and as you advance in level. Recharge: Fast										
Fortitude	Click	Friend	10.4	2.27	60	Character	—	—	Recharge, Boost, EnduranceDiscount, Boost, KRange, Boost, KBuff, Defense, Boost, KBuff, ToHit, Boost	Ally +DEF(All), +DMG, +ACC
Fortitude immensely enhances a single ally's Accuracy, Damage, and Defense to all attacks. Recharge: Long										
Recovery Aura	Click	Friend, KCast	26	2.03	500	Sphere	25	—	Recharge, Boost, EnduranceDiscount, Boost, KRecovery, Boost	PBAOE, Ally +Recovery
The Recovery Aura dramatically increases the Endurance recovery rate of all nearby heroes for a limited time. Emitting this Aura costs you a lot of Endurance, and it takes a long time to recharge. Recharge: Very Long										
Regeneration Aura	Click	Friend, KCast	26	2.03	500	Sphere	25	—	Recharge, Boost, EnduranceDiscount, Boost, KHeal, Boost	PBAOE, Ally +Regeneration
The Regeneration Aura dramatically increases the healing rate of all nearby heroes for a limited time. Emitting this Aura costs you a lot of Endurance, and it takes a long time to recharge. Recharge: Very Long										
Adrenaline Boost	Click	Friend	10.4	2.27	300	Character	—	—	Recharge, Boost, EnduranceDiscount, Boost, KRange, Boost, KRecovery, Boost, KHeal, Boost	Ranged, Ally +End +Regeneration, +Recharge, Res Slow Dramatically increases an ally's Endurance Recovery, Hit Point Regeneration and attack rate for 90 seconds. Also grants the target high resistance to slow effects. Recharge: Very Long

### FORCE FIELD

POWER NAME	ACTIVATION TYPE	WHO?	END COST	RECHARGE COST	EFFECT TIME	AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Personal Force Field	Toggle	Caster	0.13	2.03	15	Character	—	—	Recharge, Boost, EnduranceDiscount, Boost, KBuff, Defense, Boost	Toggle: Self +Def, Res(All)
The Personal Force Field is almost impenetrable to all attacks, even Psionics, although attacks from more powerful foes may get through more easily. Personal Force Field will also reduce the damage of any attacks that do get through. The Personal Force Field works both ways; while it is active, you can only use powers that affect yourself. Cannot be used with Rest. Recharge: Slow										
Deflection Shield	Click	Friend	7.8	2.07	2	Character	—	—	EnduranceDiscount, Boost, KBuff, Defense, Boost, KRange, Boost, KRecharge, Boost	Ranged, Ally +DEF(Smash), Lethal, All Melee, Res(Toxic)
Dramatically protects an ally from Smashing, Lethal and All Melee attacks for a limited time. Also reduces Toxic damage. You cannot stack multiple Deflection Shields on the same target; however, the shield can be improved by another ally using the same power. Can also be used in conjunction with your Insulation Shield. You cannot use this power on yourself. Recharge: Very Fast										
Force Bolt	Click	Foe	5.2	1.10	4	Character	—	—	Accuracy, Boost, KDamage, Boost, KRecharge, Boost, KEnduranceDiscount, Boost, KRange, Boost, KKnockback, Boost	Ranged, Minor DMG(Smash), Foe Knockback
Discharges a bolt of force that knocks down foes and deals some Smashing Damage. Damage: Minor, Recharge: Fast										
Insulation Shield	Click	Friend	7.8	2.07	2	Character	—	—	EnduranceDiscount, Boost, KBuff, Defense, Boost, KRange, Boost, KRecharge, Boost	Ranged, Ally +DEF(Fire, Cold, Energy, Negative, All Ranged), Res
End Drain! Dramatically protects an ally from Fire, Cold, Energy, Negative Energy and all Ranged attacks for a limited time. The Insulation also protects the target from Endurance Draining effects. You cannot stack multiple Insulation Shields on the same target; however, the shield can be improved by another ally using the same power. Can also be used in conjunction with your Deflection Shield. You cannot use this power on yourself. Recharge: Very Fast										
Detention Field	Click	Foe	10.4	2.07	60	Character	—	—	Accuracy, Boost, EnduranceDiscount, Boost, KRange, Boost, KRecharge, Boost	Ranged, Foe Capture (Special)
Encases a targeted foe in a Detention Force Field. The captured target cannot be harmed, is immobilized, and cannot attack or aid his allies. The target can, however, use powers on himself. Recharge: Slow										
Dispersion Bubble	Toggle	Friend, KCast	0.26	1.07	15	Sphere	25	—	Recharge, Boost, EnduranceDiscount, Boost, KBuff, Defense, Boost	Toggle: PBAOE, Team +ResHold, Immobilize, Disorient, +DEF
Creates a large bubble which protects allies inside. While active, the Dispersion Bubble gives all allies within increased Defense against all attack types including Psionic and Area Effect attacks. The Dispersion Bubble also protects allies from Immobilization, Disorient, and Hold effects. Recharge: Slow										
Repulsion Field	Toggle	Foe	0.39	2.03	20	Sphere	7	—	Recharge, Boost, EnduranceDiscount, Boost, KKnockback, Boost	Toggle: PBAOE Knockback
This Toggle power creates a field that violently repels nearby foes. Each villain that is repelled costs you additional Endurance. Recharge: Slow										
Repulsion Bomb	Click	Foe	10.4	3.07	10	Sphere	12	—	Accuracy, Boost, Recharge, Boost, EnduranceDiscount, Boost, KRange, Boost, KKnockback, Boost, KUnsummed, Boost	Ranged (Targeted Ally AOE), Foe Knockback, Disorient
Projects an expanding Force Bubble around an ally that knocks down and Disorients nearby foes. This power cannot be used on yourself. Recharge: Slow										
Force Bubble	Toggle	Foe	0.1716	1.07	15	Sphere	50	—	Recharge, Boost, EnduranceDiscount, Boost	Toggle: PBAOE Foe Repel, Knockdown
Creates a large bubble which protects allies inside. While active, this power keeps all foes at bay, protecting all allies inside from melee or short ranged attacks. More powerful foes may be able to penetrate the Force Bubble, but may slip and get knocked down and forced back if they try. Recharge: Slow										

## KINETICS

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Transfusion	Click	Foe	78	117	8	Character	—	—	Recharge, Boost, EnduranceDiscount, Boost, Range, Boost, Endurance, Drain, Boost, Accuracy, Boost, Heal, Boost	Ranged, Foe-End, Regen, Team-Heal
Transfusion drains an enemy of some Endurance and reduces the target's Regeneration rate, and transfers that energy, in the form of Hit Points, to all allies near the affected foe. You can use Transfusion to heal yourself as well as your allies. Recharge: Moderate										
Siphon Power	Click	Foe	10.4	193	20	Character	—	—	Accuracy, Boost, Recharge, Boost, EnduranceDiscount, Boost, Range, Boost	Ranged, Foe-DMG, Team+DMG
You can Siphon the Power from a targeted foe, reducing his damage potential. The power is transferred back to you, increasing your own damage potential and that of all nearby allies. Recharge: Slow										
Repel	Toggle	Foe	0.39	107	20	Sphere	7	—	Recharge, Boost, EnduranceDiscount, Boost, Knockback, Boost	Toggle-Self AoE Knockback
Repel creates a zone of kinetic energy that violently repels nearby foes. Each villain that is repelled costs additional Endurance. Recharge: Slow										
Siphon Speed	Click	Foe	78	193	60	Character	—	—	Accuracy, Boost, Recharge, Boost, EnduranceDiscount, Boost, Range, Boost, SpeedRunning, Boost, Slow, Boost	Ranged, Foe-Speed, Self+Speed, +Recharge
You can Siphon the speed from a targeted foe, slowing his movement and attack rate while boosting your own. Recharge: Long										
Increase Density	Click	Friend	52	207	3	Character	—	—	Recharge, Boost, EnduranceDiscount, Boost, Range, Boost, Vies, Damage, Boost	Ranged, Ally Special
Increases an ally's mass, freeing him from any Disorient, Immobilization, or Hold effects and leaving him resistant to such effects for a while. Increase Density also protects the target from Knockback, as well as Smashing and Energy damage. Because the target grows more dense, his movement speed is slowed. You cannot use this power on yourself. Recharge: Fast										
Speed Boost	Click	Friend	78	1	2	Character	—	—	Recharge, Boost, EnduranceDiscount, Boost, Range, Boost, SpeedRunning, Boost, Knockback, Boost	Ranged, Ally+SPD, +Recharge, +Recovery, Res Slow
You can hasten a single targeted ally. The target's movement speed, attack rate, and Endurance recovery are all greatly increased and the target gains resistance to Slow effects. You cannot use this power on yourself. Recharge: Very Fast										
Inertial Reduction	Click	Friend, K-Caster	23.4	203	60	Sphere	25	—	EnduranceDiscount, Boost, Jump, Boost, Recharge, Boost	PBAoE, Allies+Jump
You can reduce your inertia along with that of all nearby allies. The affected heroes can then jump incredible distances for a while. Recharge: Long										
Transference	Click	Foe	26	227	30	Character	—	—	Recharge, Boost, EnduranceDiscount, Boost, Range, Boost, Endurance, Drain, Boost, Accuracy, Boost, Knockback, Boost	Ranged (Targeted AoE) Target-End, Team+Recovery, Special
Transference drains an enemy of some of his Endurance and transfers that Endurance to all allies near the affected foe. You can use Transference to recover Endurance for yourself as well as your allies. Recharge: Slow										
Fulcrum Shift	Click	Foe	217	60	Character	—	—	—	Recharge, Boost, EnduranceDiscount, Boost, Range, Boost, Accuracy, Boost	Ranged (Foe AoE) Foe-DMG, Team+DMG
Fulcrum Shift drains the power of a targeted foe and all foes nearby, transferring it to all adjacent allies, the caster, and those near the caster. Affected foes will deal less damage, while your affected allies will deal more. The more foes that are affected, the more power your allies receive. Fulcrum Shift can dramatically turn the tide of a melee battle. Recharge: Long										

## RADIATION EMISSION

OWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Radiant Aura	Click	Friend, K-Caster	203	8	8	Sphere	25	—	Recharge, Boost, EnduranceDiscount, Boost, Heal, Boost	PBAoE, Team+Heal
You can use Radiant Aura to heal some of your wounds, and the wounds of your group. This power has a small radius, so your allies need to be near you if they wish to be affected. Recharge: Moderate										
Radiation Infection	Toggle	Foe	0.26	31	8	Sphere	15	16	Recharge, Boost, EnduranceDiscount, Boost, Knockback, Boost, Defense, Boost, Knockback, Boost, Knockback, Boost	Toggle: Ranged (Targeted AoE) Foe-DEF, ACC
Infects a targeted foe with deadly radiation, severely reducing his Accuracy and Defense. All foes that come near the target will also become infected. The Radiation Infection will last until you deactivate it, or until the original target is defeated. Recharge: Moderate										
Accelerate Metabolism	Click	Friend, K-Caster	15.6	203	422	Sphere	25	—	Recharge, Boost, EnduranceDiscount, Boost, SpeedRunning, Boost, Knockback, Boost	Close (AoE) Ally+SPD, +Recharge, +Recovery, +Dam+ResEffects
Activating this power emits radiation that increases the running speed, attack speed, Endurance recovery, and damage potential of all nearby allies. Affected heroes' metabolisms are increased so much that they become resistant to effects such as Sleep, Hold, Disorient, Immobilization and Endurance Drain. Recharge: Very Long										
Energizing Field	Toggle	Foe	0.52	15	8	Sphere	15	16	Recharge, Boost, EnduranceDiscount, Boost, Range, Boost	Toggle: Ranged (Targeted AoE) Foe-DMG, Res
While this power is active, you irradiate a targeted foe, and all foes nearby, with a deadly dose of radiation. This radiation weakens exposed targets, decreasing the damage of their attacks. It also significantly weakens their resistance, so they will take much more damage from other attacks. Recharge: Moderate										
Mutation	Click	Dead Player	26	3.20	180	Character	—	—	Recharge, Boost, EnduranceDiscount, Boost, Range, Boost, Knockback, Boost	Close Ally, Rez, Special
Using a concentrated burst of radiation, you can revive a fallen hero and mutate him into a killing machine. The Mutated hero has increased damage, Accuracy, Endurance recovery, and attack speed and is protected from XP Debuff for 20 seconds. The entire experience is very taxing on the Mutated hero, and he will soon be severely weakened. All effects of the Mutation will eventually wear off. Recharge: Very Long										





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### RADIATION EMISSION CONT.

OWNER NAME	ACTIVATION TYPE	WHO?	END COST	CAST COST	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Lingering Radiation	Click	Foe	15.6	1.5	90	Sphere	25	16	Accuracy, Boost, Recharge, Boost, KSlow, Boost, KRange, Boost	Ranged (Targeted AoE), Foe, Speed, Recharge, Regen
Lingering Radiation that reduces the attack rate, movement speed, and Regeneration rate of the target, and all nearby foes. Recharge: Slow										
Choking Cloud	Toggle	Foe	4.16	2.03	90	Sphere	15	16	Recharge, Boost, EnduranceDiscount, Boost, KHold, Boost	Toggle: PBloE, Foe Hold
While active, you generate toxic radioactive gas around yourself. Any nearby foes may be overcome by the gas, leaving them choking and helpless. Recharge: Long										
Fallout	Click	DeadPlayer	208	3.20	300	Character	—	—	Accuracy, Boost, Recharge, Boost, KDamage, Boost, KRange, Boost, KHold, Boost, KEndurance, Drain, Boost	Post-Defeat: PBloE, Extreme DMG(Energy), Foe-ACC, DEF, DMG, Res(All)
After an ally falls in battle, you can activate this power to extract the energy from their body to deal a massive amount of Energy damage to any nearby foes. All affected foes are extremely weakened by the Fallout, and their Accuracy, Defense, and Damage Resistance is severely reduced. Damage: Extreme, Recharge: Very Long										
EM Pulse	Click	Foe	208	2.93	300	Sphere	60	16	Accuracy, Boost, Recharge, Boost, EnduranceDiscount, Boost, KHold, Boost, KEndurance, Drain, Boost	PBloE, Foe Hold, END, Regen, Special vs. Robots: Self-Recovery
You can unleash a massive pulse of electromagnetic energy. This EMP can affect machines, and is even powerful enough to affect synaptic chain patterns. It will drain the Endurance, and HP Regeneration of all affected targets and leave them incapacitated and held for a long while. Additionally, most machines and robots will take moderate high damage. However, this power uses a lot of Endurance and leaves you unable to recover Endurance for a while. Recharge: Very Long										

### SONIC RESONANCE

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST COST	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Sonic Siphon	Click	Foe	8.528	2.17	16	Character	—	—	Accuracy, Boost, EnduranceDiscount, Boost, KRange, Boost, KRecharge, Boost	Ranged, Foe-Res(All)
By setting up a constant vibration within the body of your foe, you weaken his Damage Resistance. Affected targets will take more damage from successful attacks. Recharge: Slow										
Sonic Barrier	Click	Friend	78	1.33	2	Character	—	—	EnduranceDiscount, Boost, KRes, Damage, Boost, KRange, Boost, KRecharge, Boost	Ranged, Ally-Res(Snash), Lethal, Toxic
This shield dramatically reduces the damage an ally takes from Smashing, Lethal, and Toxic attacks for a limited time. You cannot stack multiple Sonic Barriers on the same target; however, the shield can be improved by another ally using the same power. Can also be used in conjunction with your Sonic Haven. You cannot use this power on yourself. Recharge: Very Fast										
Sonic Haven	Click	Friend	78	1.33	2	Character	—	—	EnduranceDiscount, Boost, KRes, Damage, Boost, KRange, Boost, KRecharge, Boost	Ranged, Ally-Res(Fire, Cold, Energy, Negative Energy)
dramatically reduces the damage an ally takes from Fire, Cold, Energy, and Negative Energy attacks for a limited time. You cannot stack multiple Sonic Havens on the same target; however, the shield can be improved by another ally using the same power. Can also be used in conjunction with your Sonic Barrier. You cannot use this power on yourself. Recharge: Very Fast										
Sonic Cage	Click	Foe	12.48	1.67	60	Character	—	—	Accuracy, Boost, EnduranceDiscount, Boost, KRange, Boost, KRecharge, Boost	Ranged, Foe Capture (Special)
Erases the target in an impenetrable field of sonic waves. The target cannot attack or be attacked. Recharge: Moderate										
Disruption Field	Toggle	Foe	0.52	2.7	8	Sphere	15	16	Recharge, Boost, EnduranceDiscount, Boost	Toggle: Ranged Target Ally/AoE, Foe-Res
You set up a constant wave of sonic energy around an ally, weakening the Damage Resistance of all nearby foes. Recharge: Moderate										
Clarity	Click	Friend	52	1.5	4	Character	—	—	Recharge, Boost, EnduranceDiscount, Boost, KRange, Boost	Ally-Res(Disorient, Hold, Sleep, Immobilize, Terrorize, Confusion), +Perception
By bouncing a carefully pitched sound wave off an ally's ear drum, you can free him from any Disorient, Hold, Sleep, Confusion, Fear, or Immobilize effects, and leave him resistant to such effects for a good while. Protection will improve with multiple applications and as you advance in level. Clarity also provides your ally enhanced perception. Recharge: Fast										
Sonic Repulsion	Toggle	Foe	0.52	2.33	8	Sphere	10	—	Recharge, Boost, EnduranceDiscount, Boost, KKnockback, Boost	Toggle: Ranged Target Ally/AoE, Foe Knockback
You create a powerful sonic resonance around an ally, repelling all foes nearby. You will lose endurance for each target repelled. Recharge: Moderate										
Sonic Dispersion	Toggle	Friend, KCastor26	2.03	15	15	Sphere	25	—	Recharge, Boost, EnduranceDiscount, Boost, KRes, Damage, Boost	Toggle: PBloE, Ally-Res(All Damage except Psionic, Hold, Immobilize, Disorient)
You create a large field of sonic waves, protecting allies inside. The Sonic Dispersion gives all allies within increased Resistance against all damage except Psionic. The Sonic Bubble also protects allies from Immobilization, Disorient, and Hold effects. Recharge: Slow										
Liquify	Click	Caster	23.4	2.67	300	Location	—	—	Accuracy, Boost, Recharge, Boost, EnduranceDiscount, Boost, KRange, Boost, KHold, Boost, KRecharge, Boost	Ranged (Location AoE), Minor Damage, Smashing(Energy), Foe Hold, Knockdown, ACC, DEF
You unleash a barrage of sonic waves on the Earth itself, generating a powerful, localized earthquake. The impact of the sonic shockwave may hold some foes and deal some minor damage. Most foes that pass through the location will fall down. The violent shaking also reduces their Accuracy and Defense. Recharge: Slow										

## STORM SUMMONING

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Gale	Click	Foe	78	217	8	Cone	50	16	Accuracy, Boost, EnduranceDiscount, Boost, Recharge, Boost, Knockback, Boost, KRange, Boost	Ranged (Cone), Minor DMG (Smash), Foe Knockback. You can call forth a tremendous gust of Gale force winds that knock down foes and deal some Smashing damage in a wide cone area. Damage: Minor. Recharge: Moderate
O2 Boost	Click	Friend	13	227	4	Character	—	—	EnduranceDiscount, Boost, Heal, Boost, KRange, Boost, Recharge, Boost	Ally Heal, +Res (Disorient, Sleep, End Drain)
Saturates the air around a targeted ally with rich oxygen, healing his wounds. The O2 Boost can protect a targeted ally from Sleep, Stun and Endurance Drain effects. You cannot use this power on yourself. Recharge: Fast										
Snow Storm	Toggle	Foe	0.26	203	10	Sphere	25	16	EnduranceDiscount, Boost, Recharge, Boost, KSlow, Boost	Toggle: Ranged (Targeted AoE), Foe: Speed, Recharge, Fly
While Active, the chill from this Snow Storm can dramatically slow the attack and movement speed of the target and all nearby foes. The torrent winds of the Snow Storm are enough to bring down flying foes. Recharge: Slow										
Steamy Mist	Toggle	Friend, KCast026	187	15	Sphere	40	—	—	Recharge, Boost, EnduranceDiscount, Boost, KBuff, Defense, Boost, KRes, Damage, Boost	Toggle: PBAD, Team Stealth, +DEF (All), +Res (Fire, Cold, Energy, Confuse), Your mastery of the elements allows you to hide yourself and all nearby allies within a Steamy Mist. Steamy Mist makes you and your allies harder to see and increases your Defense bonus to all attacks, while reducing Fire, Cold, and Energy damage, as well as your Foes ability to Confuse you. You cannot use any other Concealment type powers while using Steamy Mist. Recharge: Slow
Freezing Rain	Click	Caster	18.2	203	60	Location	—	—	Accuracy, Boost, Recharge, Boost, EnduranceDiscount, Boost, KRange, Boost, KDamage, Boost, KSlow, Boost, KBuff, Defense, Boost	Ranged (Location AoE), Minor DOT (Cold), Foe: Speed, Recharge, DEF, Res
Summons Freezing Rain at a targeted location. Freezing Rain deals minimal Cold damage to anything that passes through the storm. It also slows the affected foes and severely reduces their Defense and resistance to damage. Many foes may even slip and fall trying to escape the storm. Damage: Minor (DOT). Recharge: Long										
Hurricane	Toggle	Foe	0.1625	203	10	Sphere	25	—	EnduranceDiscount, Boost, Recharge, Boost, KBuff, Boost, Knockback, Boost	Toggle: PBAD, Foe: Range, ACC, Repel, Knockback. You can summon a Hurricane. The wind and rain from this massive storm reduce the range and Accuracy of nearby foes. The massive winds of this storm continuously force foes away from you. Recharge: Slow
Thunder Clap	Click	Foe	10.4	237	45	Sphere	25	16	Accuracy, Boost, EnduranceDiscount, Boost, KRecharge, Boost, KStunned, Boost	PBAD, Foe: Disorient
Tornado	Click	Caster	208	117	60	Location	—	—	EnduranceDiscount, Boost, Recharge, Boost, KRange, Boost, KDamage, Boost, KBuff, Defense, Boost, KStunned, Boost, Knockback, Boost	Summon Tornado: PBAD, Minor DMG (Smash), Foe: Knockback, Fear, Disorient
Lightning Storm	Click	Caster	31.2	203	90	Character	—	—	EnduranceDiscount, Boost, Recharge, Boost, KDamage, Boost, Knockback, Boost, KEndurance, Drain, Boost, KAccuracy, Boost, KRange, Boost	Summon Storm: Ranged (High DMG Energy), Foe: End. You can summon a massive Lightning Storm that will strike any foe that approaches you. Lightning from this storm can knock down and damage all nearby foes, and can even instill panic. Lightning bolts will continue to fall as long as the storm remains. Recharge: Long

## TRICK ARROW

OWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
	Click	Foe	52	217	4	Character	—	—	Accuracy, Boost, KRecharge, Boost, KImmuneDiscount, Boost, KImmobilized, Boost, KRange, Boost	Ranged, Target Immobilize, Fly
Upon impact, the Entangling Arrow releases a strong net that can immobilize most targets. This non-lethal device deals no damage and does not prevent targets from attacking. The Entangling Arrow can bring down flying entities and halts jumping. Entangle Arrow has a fairly low Endurance cost and a bonus to its Accuracy. Recharge: Fast										
	Click	Foe	78	333	15	Sphere	35	16	Recharge, Boost, KImmuneDiscount, Boost, KDebuff, ToHit, Boost, KAccuracy, Boost	Ranged, Targeted AoE, Foe: Visibility, ACC
This arrow explodes in a dazzling flash of light and sound. The targets are so blinded that they can hardly see a thing. Most villains will not be able to see past normal melee range, although some may have better perception. If the villains are attacked, they will be alerted to your presence, but will suffer a penalty to Accuracy. Recharge: Slow										
	Click	Foe	78	267	120	Character	—	—	Recharge, Boost, KImmuneDiscount, Boost, KRange, Boost, KSlow, Boost	Ranged (Location AoE), Foe: Speed, Recharge
This arrow carries a cartridge of intensely sticky glue, which explodes on impact. The glue slows the movement and attack rates of any foes in the area. Damage: Recharge: Slow										
	Click	Foe	8.528	333	18	Character	—	—	Accuracy, Boost, KRecharge, Boost, KImmuneDiscount, Boost, KRange, Boost, KHold, Boost, KSlow, Boost	Ranged, Foe: Hold, SPD, Recharge
This arrow can freeze a single foe in a block of ice. The target is frozen solid, helpless, and can be attacked. More powerful foes may not be held, but all affected targets will be Slowed. Recharge: Moderate										

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POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Poison Gas Arrow	Click	Foe	10.4	2.67	45	Sphere	25	16	Recharge Boost, EnduranceDiscount Boost, Klange Boost, Sleep Boost	Ranged (Location AoE), Pox-DMG
This arrow carries a capsule cloud of poisonous gas, which explodes on impact and weakens all foes in its vicinity. Affected foes' damage potential will be severely reduced. Some foes will be react badly to the poison and choke for a time. Recharge: Slow										
Acid Arrow	Click	Foe	78	3.33	20	Sphere	8	16	Accuracy Boost, EnduranceDiscount Boost, Klange Damage Boost, Klange Boost, Recharge Boost, Klangebuff Defense Boost, Klangebuff Defense Boost, Klangebuff Defense Boost	Ranged Minor DoT (Toxic), Pox-Res(All), DEF
This arrow explodes in a small shower of acid on impact. This acid eats through armor, causing damage over time. It reduces the target's defense as well as its damage resistance. Damage: Minor. Recharge: Slow										
Disruption Arrow	Click	Caster	14.56	2.67	120	Location	—	—	EnduranceDiscount Boost, Klange Damage Boost, Klange Boost, Recharge Boost	Ranged (Location AoE), Res(All)
This arrow plants a sonic resonator at a target location. The vibrations of the resonator weaken the damage resistance of all nearby foes. Recharge: Long										
Oil-Slick Arrow	Click	Caster	15.6	2.67	180	Location	—	—	Recharge Boost, EnduranceDiscount Boost, Klange Buff Defense Boost, Klange Buff Defense Boost	Ranged (Location AoE), Knockdown, Speed-DEF+Special On Impact, this
arrow creates an oil slick that slows foes in the area and may cause them to slip and fall. The oil slick is very flammable and may burst into flames if fire is used near it. Recharge: Long										
EMP Arrow	Click	Foe	23.4	3.33	300	Sphere	35	16	Accuracy Boost, Recharge Boost, EnduranceDiscount Boost, Klange Buff Defense Boost, Klange Buff Defense Boost	PoA-E, Pox Hold, Special vs. Robots, Self-Recovery
This arrow can unleash a massive pulse of electromagnetic energy on impact. This EMP can affect machines, and is even powerful enough to affect synaptic brain patterns. It will incapacitate all foes in its radius. Additionally, most machines and robots will take moderate high damage. However, this power uses a lot of										
Endurance and leaves you unable to recover Endurance for a while. Recharge: Very Long										

### SECONDARY POWERS

### ARCHERY

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Snap Shot	Click	Foe	5.2	1	2	Character	—	—	Accuracy Boost, Klange Buff Defense Discount Boost, Klange Boost, Klange Recharge Boost	Ranged, Minor DMG (Lethal)
A quick attack that fires an arrow at your foe after only minimal aiming. Fast, but little damage. Damage: Minor. Recharge: Fast										
Aimed Shot	Click	Foe	8.528	1.67	4	Character	—	—	Accuracy Boost, Klange Buff Defense Discount Boost, Klange Buff Defense Discount Boost, Klange Boost	Ranged, Moderate DMG (Lethal)
Though it takes longer to execute, your Aimed Shot deals greater damage than Snap Shot. Damage: High. Recharge: Moderate										
Fistful of Arrows	Click	Foe	10.192	2.67	8	Cone	40	10	Accuracy Boost, Klange Buff Defense Discount Boost, Klange Buff Defense Discount Boost, Klange Boost	Ranged (Cone), Moderate DMG (Lethal)
You fire a fistful of arrows at foes in a cone in front of you. Good at close range. Damage: Moderate. Recharge: Moderate										
Blazing Arrow	Click	Foe	11.856	2.67	10	Character	—	—	Accuracy Boost, Klange Buff Defense Discount Boost, Klange Buff Defense Discount Boost, Klange Boost	Ranged, High DMG (Lethal), Minor DoT (Fire)
You fire a Blazing Arrow at your foe, dealing some lethal damage and causing him to catch on fire and burn. Slightly less accurate than other Archery attacks. Damage: High. Recharge: Slow										
Aim	Click	Caster	5.2	2.17	90	Character	—	—	EnduranceDiscount Boost, Klange Buff Defense Discount Boost	Self +ACC +DMG
Greatly increases the Accuracy of your attacks for a few seconds. Slightly increases damage. Recharge: Long										
Explosive Arrow	Click	Foe	15.184	2.67	16	Sphere	15	16	Accuracy Boost, Klange Buff Defense Discount Boost, Klange Buff Defense Discount Boost, Klange Boost, Klange Recharge Boost	Ranged (Targeted AoE), Moderate DMG (Lethal/Smash), Knockback
You fire a grenade-tipped arrow at long range. This explosion affects all within the blast radius, and can knock them back. Damage: Moderate. Recharge: Slow										
Ranged Shot	Click	Foe	14.352	3.17	12	Character	—	—	Accuracy Boost, Klange Buff Defense Discount Boost, Klange Buff Defense Discount Boost, Klange Boost, Klange Recharge Boost	Sniper, Extreme DMG (Lethal)
A long range shot that biases your foes like most sniper attacks. This power has a bonus to Accuracy, but is best fired from a distance as it can be interrupted. Damage: Extreme. Recharge: Slow										
Stunning Shot	Click	Foe	10.192	2.67	20	Character	—	—	Accuracy Boost, Klange Buff Defense Discount Boost, Klange Buff Defense Discount Boost, Klange Boost, Klange Recharge Boost	Ranged Disorient, Minor DMG (Smashing)
You fire a blunt, weighted arrow at your target's chest. The Stunning Shot has a good chance of stunning your foe. Damage: Minor. Recharge: Slow										
Rain of Arrows	Click	Caster	20.8	4.67	60	Location	—	—	Accuracy Boost, Klange Buff Defense Discount Boost, Klange Buff Defense Discount Boost, Klange Boost	Ranged (Location AoE), Extreme DoT (Lethal)
You unleash a Rain of Arrows on a targeted location, damaging foes within a large area. Damage: Extreme (DoT). Recharge: Long										

## DARK BLAST

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Dark Blast	Click	Foe	5.2	1	4	Character	—	—	Accuracy_Beast, Damage_Beast, kRecharge_Beast, kEnduranceDiscount_Beast, kRange_Boost, kDebuff_ToHit_Boost	Ranged, Moderate DMG(Negative), Foe-ACC
A long range blast of dark energy. Deals moderate Negative Energy damage and reduces the target's Accuracy. Damage: Moderate. Recharge: Fast										
Gloom	Click	Foe	8.528	11	8	Character	—	—	Accuracy_Beast, Damage_Beast, kRecharge_Beast, kEnduranceDiscount_Beast, kRange_Boost, kDebuff_ToHit_Boost	Ranged, High DoT(Negative), Foe-ACC
Gloom slowly drains a target of life while reducing his Accuracy. Slower than Dark Blast, but deals more damage over time. Damage: High(DoT). Recharge: Moderate										
Moonbeam	Click	Foe	14.352	133	12	Character	—	—	Accuracy_Beast, kDamage_Beast, kRecharge_Beast, kEnduranceDiscount_Beast, kRange_Boost, kDebuff_ToHit_Boost, kInterrupt_Boost	Sniper, Superior DMG(Negative), Target-ACC
An extremely long range and accurate beam of Negative Energy that deals tremendous damage and reduces the target's Accuracy. This is a sniper attack, and like most sniper attacks is best fired from a distance as it can be interrupted. Damage: Extreme. Recharge: Slow										
Dark Pit	Click	Foe	13	107	60	Sphere	20	10	Accuracy_Beast, kRecharge_Beast, kEnduranceDiscount_Beast, kRange_Boost, kStunned_Boost	Ranged (Targeted AoE), Foe Disorient
Envelops a targeted foe and any nearby enemies in a pit of Negative Energy. The attack deals no damage, but Disorients all affected foes for a good while. Recharge: Slow										
Terebrous Tentacles	Click	Foe	10.192	167	10	Cone	40	10	Accuracy_Beast, kDamage_Beast, kRecharge_Beast, kEnduranceDiscount_Beast, kDebuff_ToHit_Boost, kImmobilized_Boost, kRange_Boost	Ranged (Cone), Moderate DMG(Negative/Smash), Foe Immobilize, -ACC
You can create a cone shaped rift to the Netherworld that allows its native creatures to slip their oily Tentacles into our reality. These creatures will stare all foes within range, immobilizing them while the Tentacles drain their life and reduce their Accuracy. Recharge: Slow										
Night Fall	Click	Foe	13.104	2	10	Cone	60	10	Accuracy_Beast, kDamage_Beast, kRecharge_Beast, kEnduranceDiscount_Beast, kDebuff_ToHit_Boost, kRange_Boost	Ranged (Cone), Moderate DMG(Negative), Foe-ACC
Unleashes a cone shaped burst of particles from the Netherworld. All targets within the modest range of this power take Negative Energy damage and have a reduced Accuracy. Damage: Moderate(DoT). Recharge: Slow										
Torrent	Click	Foe	14.352	103	15	Cone	80	10	Accuracy_Beast, kDamage_Beast, kRecharge_Beast, kEnduranceDiscount_Beast, kDebuff_ToHit_Boost, kKnockback_Boost, kRange_Boost	Ranged (Cone), Minor DMG(Smashing), Foe-ACC, Knockback
You summon a wave of mire that sweeps away foes within its arc. The attack deals minimal Negative Energy damage, but sends foes flying and reduces their Accuracy. Damage: Minor. Recharge: Slow										
Life Drain	Click	Foe	11.196	193	15	Character	—	—	Accuracy_Beast, kDamage_Beast, kRecharge_Beast, kEnduranceDiscount_Beast, kRange_Boost, kDebuff_ToHit_Boost, kHeal_Boost	Ranged, Moderate DMG(Negative), Target-ACC, Self-+HP
You can tap the power of the Netherworld to steal some life from a target foe and reduce his Accuracy. Some of that stolen life is transferred to you in the form of Hit Points. Damage: Moderate. Recharge: Slow										
Blackstar	Click	Foe	20.8	3	360	Sphere	25	16	Accuracy_Beast, kDamage_Beast, kRecharge_Beast, kEnduranceDiscount_Beast, kDebuff_ToHit_Boost	Close(AoE) Extreme DMG(Negative), Foe-ACC, Self-Recovery
You can unleash a devastating blast of Negative Energy around yourself, dealing massive damage and severely reducing affected foes' Accuracy. This power leaves you drained of Endurance and unable to recover Endurance for a while. Damage: Extreme. Recharge: Very Long										

## ELECTRICAL BLAST

OWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Charged Bolts	Click	Foe	5.2	2.07	4	Character	—	—	Accuracy_Beast, kDamage_Beast, kEnduranceDiscount_Beast, kRange_Boost, kEndurance_Drain_Boost, kRecharge_Boost	Ranged, Moderate DMG(Energy), Foe-End
You can quickly hurl small bolts of electricity at foes, dealing some damage and draining some Endurance. Charged Bolts deals light damage but recharges quickly. Damage: Moderate. Recharge: Fast										
Lightning Bolt	Click	Foe	8.528	2	8	Character	—	—	Accuracy_Beast, kDamage_Beast, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kEndurance_Drain_Boost	Ranged, High DMG(Energy), Foe-End
You can send a large blast of electrical energy at a foe, dealing heavy damage and draining some Endurance. Lightning Bolt deals more damage than Charged Bolts, but recharges more slowly. Damage: High. Recharge: Moderate										
Ball Lightning	Click	Foe	15.194	107	16	Sphere	15	16	Accuracy_Beast, kDamage_Beast, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kEndurance_Drain_Boost	Ranged (Targeted AoE), Moderate DoT(Energy), Foe-End
Hurks a highly charged ball of lightning that explodes on contact. Ball Lightning deals good damage in an area of effect, and drains some Endurance from each target it hits. Damage: Moderate(DoT). Recharge: Slow										
Short Circuit	Click	Foe	15.6	3	20	Sphere	20	16	Accuracy_Beast, kDamage_Beast, kRecharge_Boost, kEnduranceDiscount_Boost, kEndurance_Drain_Boost	PoA-E, Moderate DoT(Energy), Foe-End, -Recovery
Releases a burst of electrical energy around you, shocking all nearby foes. This highly accurate discharge deals Moderate damage over time, drains a lot of Endurance from the targets and renders them unable to recover Endurance for quite a while. Additionally, Short Circuit deals extra damage to most robots and mechanical foes. Short Circuit is very effective when used with your other Endurance draining powers. Damage: Moderate. Recharge: Slow										





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### ELECTRICAL BLAST CONT.

OWNER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Aim	Click	Caster	5.2	1.7	90	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kBuff_ToHit_Boost	Self +ACC, +DMG
Greatly increases the Accuracy of your attacks for a few seconds. Slightly increases damage. Recharge: Long										
Zapp	Click	Foe	14.352	1.33	12	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kEndurance_Drain_Boost, kInterrupt_Boost	Sniper, Extreme DMCEnergy, Foe-End
A focused electrical blast that can travel great distances with high Accuracy. Zapp drains Endurance, and is best fired from a distance, as it can be interrupted. Damage: Extreme. Recharge: Slow										
Tesla Cage	Click	Foe	6.864	2.17	10	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kHold_Boost, kEndurance_Drain_Boost	Ranged, Minor DMCEnergy, Foe Hold, End
Tesla Cage confines the target in an electrical prison. The target is overwhelmed by the electrical charge and is left helpless and can be attacked. Damage: Minor. Recharge: Moderate										
Vibic Sentinel	Click	Caster	26	3.1	60	Location	—	—	Recharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kDamage_Boost, kEndurance_Drain_Boost, kAccuracy_Boost	Summon Sentinel, Ranged, Moderate DMCEnergy, Foe-End
You can manifest a polarized electricity field that hovers above the ground and hurls bolts of electricity at nearby foes. Any enemy that passes near this Sentinel risks serious injury. The Sentinel is not alive and cannot be targeted or attacked by enemies. The Sentinel can fly and will follow you. Damage: Moderate. Recharge: Very Long										
Thunderous Blast	Click	Foe	15.6	3.7	360	Sphere	25	16	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kEndurance_Drain_Boost	Ranged (Targeted AoE), Extreme DMCEnergy, Foe-End, Recovery, Self-Recovery
You hurl a tremendously powerful bolt of lightning at a target, devastating all nearby foes. Thunderous Blast deals massive damage and drains a lot of Endurance from nearby foes. Activating this power leaves you drained of Endurance, and unable to recover Endurance for a while. Damage: Extreme. Recharge: Very Long										

### ENERGY BLAST

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Power Bolt	Click	Foe	5.2	2	4	Character	—	—	Accuracy_Boost, kDamage_Boost, kEnduranceDiscount_Boost, kRange_Boost, kKnockback_Boost, kRecharge_Boost	Ranged, Minor DMCEnergy/Smash, Foe Knockback
A quick attack that rapidly hurls small bolts of energy at foes, sometimes knocking them down. Fast, but little damage. Damage: Minor. Recharge: Fast										
Power Blast	Click	Foe	8.528	1.67	8	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kKnockback_Boost	Ranged, Moderate DMCEnergy/Smash, Foe Knockback
A much more powerful, yet slower version of Power Bolt. Power Blast sends a focused beam of energy at a foe that can knock him back. Damage: Moderate. Recharge: Moderate										
Energy Torrent	Click	Foe	11.856	1.07	12	Cone	40	10	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kKnockback_Boost, kRange_Boost	Ranged (Cone), Moderate DMCEnergy/Smash, Foe Knockback
Energy Torrent unleashes a cone of powerful energy that can smash foes and possibly send them flying. Damage: Moderate. Recharge: Slow										
Power Burst	Click	Foe	10.4	2	10	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kKnockback_Boost	Close-High DMCEnergy/Smash, Foe Knockback
A short range, but devastating attack. Power Burst unleashes a massive amount of energy dealing very high damage at short distances. The impact from this burst often knocks back most foes. Damage: High. Recharge: Slow										
Sniper Blast	Click	Foe	14.352	1.33	12	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kKnockback_Boost, kInterrupt_Boost	Sniper, Extreme DMCEnergy/Smash, Foe Knockback
A focused blast that can travel great distances with high Accuracy. This is a sniper attack, and is best fired from a distance, as it can be interrupted. Damage: Superior. Recharge: Slow										
Aim	Click	Caster	5.2	1.7	90	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kBuff_ToHit_Boost	Self +ACC, +DMG
Greatly increases the Accuracy of your attacks for a few seconds. Slightly increases damage. Recharge: Long										
Power Push	Click	Foe	8.528	1.1	8	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kKnockback_Boost	Ranged Minor DMCEnergy/Smash, Foe High Knockback
This ranged attack deals little damage, but sends the target flying for a great distance. Damage: Minor. Recharge: Moderate										
Explosive Blast	Click	Foe	15.194	1.67	16	Sphere	15	16	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kKnockback_Boost	Ranged (Targeted AoE), High DMCEnergy/Smash, Foe Knockback
You hurl a blast of charged energy that violently explodes on impact, damaging all foes near the target. Damage: Minor. Recharge: Slow										
Nova	Click	Foe	20.8	3	360	Sphere	25	16	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kKnockback_Boost	PoA, Extreme DMCEnergy/Smash, Foe Knockback, Self-Recovery
You can explode in a tremendous blast of energy, sending nearby foes flying. The Nova deals massive damage to all nearby foes, although the damage does vary. Activating this power leaves you drained of Endurance, and unable to recover any Endurance for a while. Damage: Extreme. Recharge: Very Long										

## PSYCHIC BLAST

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Mental Blast	Click	Foe	5.2	2.67	4	Character	—	—	Accuracy, Boost, (Damage, Boost, (Kludge, Boost, (Recharge, Boost	Ranged, Moderate DMG(Psionic), Target, Recharge
This basic attack does moderate Psionic damage, and can slightly reduce a target's attack speed. Damage: Moderate. Recharge: Fast										
Subtle	Click	Foe	6.84	1.67	6	Character	—	—	Accuracy, Boost, (Damage, Boost, (Kludge, Boost, (Immobilized, Boost	Ranged, Moderate DMG(Psionic), Foe, Immobilize
Subtle deals moderate Psionic damage and may leave the targeted foe immobilized for a brief time. Immobilized foes cannot move but can still attack. Damage: Moderate. Recharge: Moderate										
Psionic Lance	Click	Foe	14.352	1	12	Character	—	—	Accuracy, Boost, (Damage, Boost, (Kludge, Boost, (Kludge, Boost, (Kludge, Boost	Sniper, Superior DMG(Psionic), Target, Recharge
This extremely long range Psionic attack has a bonus to Accuracy, and can slow a target's attack rate. This is a sniper attack, and is best fired from a distance as it can be interrupted. Damage: Extreme. Recharge: Slow										
Psionic Scream	Click	Foe	11.856	2.67	12	Cone	60	10	Accuracy, Boost, (Damage, Boost, (Kludge, Boost, (Kludge, Boost	Ranged (Cone), Moderate DMG(Psionic), Foe, Recharge
Psionic energy resonates in the minds of all foes within its conical area of effect, inflicting moderate damage. Damage: Moderate. Recharge: Slow										
Telekinetic blast	Click	Foe	8.528	1	8	Character	—	—	Accuracy, Boost, (Damage, Boost, (Kludge, Boost, (Kludge, Boost, (Kludge, Boost	Ranged, Moderate DMG(Smash/Psionic), Foe, Knockback
Telekinesis to Blast a targeted foe with the power of your mind. This attack deals Smashing and Psionic damage, and can knock your opponent back. Damage: Moderate. Recharge: Moderate										
Will Domination	Click	Foe	10.192	1.1	14	Character	—	—	Accuracy, Boost, (Damage, Boost, (Kludge, Boost, (Kludge, Boost, (Kludge, Boost	Ranged, High DMG(Psionic), Foe, Sleep
This powerful attack deals Psionic damage, and is so painful it usually renders its target unconscious. The victim is asleep and will wake if disturbed. Damage: Superior. Recharge: Slow										
Psionic Tornado	Click	Foe	18.512	2.37	20	Sphere	20	16	Accuracy, Boost, (Damage, Boost, (Kludge, Boost, (Kludge, Boost, (Kludge, Boost	Ranged (Targeted AoE), Moderate DoT(Psionic), Foe, Knockback
Unleashes a whirlwind of Psionic energy on a target, tossing nearby foes into the air. The Psionic Tornado damages foes and slows their attack speed. Damage: Moderate(DoT), Recharge: Slow										
Scramble Thoughts	Click	Foe	10.4	3	20	Character	—	—	Accuracy, Boost, (Damage, Boost, (Kludge, Boost, (Kludge, Boost, (Kludge, Boost	Ranged, Minor DMG(Psionic), Foe, Disorient
Painfully scrambles the synapses of a targeted foe, leaving him dramatically disoriented for a short duration. Deals a little Psionic damage. Damage: Minor. Recharge: Slow										
Psychic Wall	Click	Foe	20.8	1.97	360	Sphere	25	16	Accuracy, Boost, (Damage, Boost, (Kludge, Boost, (Kludge, Boost, (Kludge, Boost	Close (AoE), Extreme DMG(Psionic), Foe, Disorient, Recharge, Self-Recovery
Psychic Wall is a devastating Psionic attack that wrecks the minds of all nearby foes. Those that survive will have a severely reduced attack rate and may be left disoriented. This power leaves you drained of endurance and unable to recover endurance for a time. Damage: Extreme. Recharge: Very Long										

## RADIATION BLAST

OWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Neutrino Bolt	Click	Foe	3.12	1	1.5	Character	—	—	Accuracy, Boost, (Damage, Boost, (Kludge, Boost, (Kludge, Boost, (Kludge, Boost	Ranged, Minor DMG(Energy), Foe, DEF
A very quick, but low damage attack. Neutrino Blast can reduce the target's defense. Damage: Minor. Recharge: Very Fast										
X-Ray Beam	Click	Foe	5.2	1.67	4	Character	—	—	Accuracy, Boost, (Damage, Boost, (Kludge, Boost, (Kludge, Boost, (Kludge, Boost	Ranged, Moderate DMG(Energy), Foe, DEF
You can emit a beam of X-Ray energy from your eyes, dealing moderate energy damage. This attack can bypass some defenses and can reduce the target's defense. Damage: Moderate. Recharge: Fast										
Irradiate	Click	Foe	18.512	1.07	20	Sphere	20	16	Accuracy, Boost, (Damage, Boost, (Kludge, Boost, (Kludge, Boost, (Kludge, Boost	Close (AoE), Moderate DoT(Energy), Foe, DEF
You can emit lethal amounts of radiation in all directions, damaging all nearby foes for a short time. Like other Radiation attacks, this power can bypass some of a target's defenses. Immediate severely reduces the target's defense. Damage: Moderate(DoT), Recharge: Slow										
Electron Haze	Click	Foe	15.184	2.37	16	Cone	40	10	Accuracy, Boost, (Damage, Boost, (Kludge, Boost, (Kludge, Boost, (Kludge, Boost	Ranged, Defense, Boost, Close, Moderate Core DMG(Energy), Foe, DEF, Knockback
A short range conical blast of free electrons. This attack can bypass some of a target's defenses and reduce the target's defense. It can also knock some targets down. Damage: Moderate. Recharge: Slow										



## RADIATION BLAST CONT.

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# SONIC ATTACKS

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Strike	Click	Foe	4,368	133	3	Character	—	—	Accuracy_Beast, kDamage_Beast, kRecharge_Beast, kEnduranceDiscount_Beast, kRange_Beast	Ranged, Minor DMG(Smash/Energy), Foe-Resist
You let forth a quick Strike, damaging your target, and weakening its Damage Resistance. Damage: Minor, Recharge: Fast										
Scream	Click	Foe	6,884	167	6	Character	—	—	Accuracy_Beast, kDamage_Beast, kRecharge_Beast, kEnduranceDiscount_Beast, kRange_Beast	Ranged, Moderate DoT(Smashing/Energy), Foe-Res
Your Scream can cause serious damage to a target, while weakening its resistance to further damage. Damage: Moderate DoT, Recharge: Moderate										
Howl	Click	Foe	10,192	233	10	Cone	50	10	Accuracy_Beast, kDamage_Beast, kRecharge_Beast, kEnduranceDiscount_Beast, kRange_Beast	Ranged Cone, Medium DMG(Smashing/Energy), Foe-Res(All)
A short range, but powerful sonic attack. Damage: Medium, Recharge: Slow										
Shockwave	Click	Foe	11,856	217	8	Cone	50	10	Accuracy_Beast, kEnduranceDiscount_Beast, kRecharge_Beast, kDamage_Beast, kKnockback, Boost, kRange_Beast	Ranged (Cone), Minor DMG(Smashing/Energy), Foe Knockback
You can call forth a tremendous Shockwave that can knock down foes and deal some Smashing damage in a wide cone area. Damage: Minor, Recharge: Moderate										
Stout	Click	Foe	11,856	267	10	Character	—	—	Accuracy_Beast, kDamage_Beast, kRecharge_Beast, kEnduranceDiscount_Beast, kRange_Beast	Ranged, Heavy DMG(Smashing/Energy), Foe-Res(All)
You blast your foe with a tremendous Stout, damaging him and reducing his Damage Resistance. Damage: High, Recharge: Moderate										
Amplify	Click	Caster	52	117	90	Character	—	—	EnduranceDiscount_Beast, kRecharge_Beast, kBuff, ToHit_Boost	Self +ACC, +DMG
Greatly increases the Accuracy of your attacks for a few seconds. Slightly increases damage. Recharge: Long										
Siren's Song	Click	Foe	15.6	2	20	Cone	40	10	Accuracy_Beast, kDamage_Beast, kRecharge_Beast, kEnduranceDiscount_Beast, kRange_Beast, kSleep_Boost	Ranged (Cone), Minor DMG(Energy), Foe-Sleep
You send forth a subsonic pulse which causes your foes to fall unconscious and take some minor damage. Your foes will remain unconscious for a good while, but will waken if disturbed. Damage: Minor, Recharge: Long										
Scream	Click	Foe	10,192	15	20	Character	—	—	Accuracy_Beast, kDamage_Beast, kRecharge_Beast, kEnduranceDiscount_Beast, kStunned_Boost	Ranged, Minor Damage (Smashing/Energy), Foe Disorient, Res(All)
By bursting forth with this hypersonic Scream, you can disorient a target. Damage: Minor, Recharge: Slow										
Deadfall Wall	Click	Foe	20.8	197	360	Sphere	25	16	Accuracy_Beast, kDamage_Beast, kRecharge_Beast, kEnduranceDiscount_Beast, kStunned_Boost	PRACe, Extreme DMG(Energy, Smash), Foe Disorient, Resist, Self-Recovery
Your Deadfall Wall is so strong that most foes will be defeated by being subjected to it. Deadfall Wall deals massive damage to all nearby foes, although the damage does vary. Activating this power leaves you drained of endurance, and unable to recover endurance for a while. Damage: Extreme, Recharge: Very Long										

# DEFENDER ANCILLARY POWER SETS

## DARK MASTERY

OWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST COST	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Oppressive Doom	Toggle	Foe	0.195	1.17	8	Sphere	8	—	Accuracy, Boost, KRecharge, Boost, KEnduranceDiscount, Boost, KRecharge, Boost, KStunned, Boost	Toggle: PBAoE, Foe Disorient, Self, +P
The Netherworld has many mutable properties, such as the Oppressive Doom. This power allows you to use your own Hit Points to keep enemies near you Disoriented and unable to use any powers. Endurance cost for this is minimal, but the power can be dangerous to use. Recharge: Moderate										
Dark Consumption	Click	Foe	0.65	1.03	360	Sphere	8	10	Accuracy, Boost, KDamage, Boost, KRecharge, Boost, KRecovery, Boost	PBAoE, Moderate DMG (Negative), Self, +End
The dark power of the Netherworld allows you to tap the essence of your foe's soul and transfer it to yourself. This will drain the Hit Points of your enemy and add to your Endurance. Damage: Moderate. Recharge: Very Long										
Dark Embrace	Toggle	Caster	0.1625	0.67	4	Character	—	—	EnduranceDiscount, Boost, KRecharge, Boost, KRes, Damage, Boost	Toggle: Self, +ResSmash, Lethal, Negative, Toxic
You tap into the energy of the Netherworld to protect yourself from damage. This Dark Embrace shrouds you and grants resistance to Lethal, Smashing, Toxic, and Negative Energy damage. You must have Oppressive Doom or Dark Consumption before selecting this power. Recharge: Fast										
Soul Drain	Click	Foe	19.5	2.37	120	Sphere	10	—	Accuracy, Boost, KDamage, Boost, KRecharge, Boost, KEnduranceDiscount, Boost, KBuff, ToHit, Boost	PBAoE, Moderate DMG (Negative), Self, +DMG, +ACC
Using this power, you can drain the essence of all nearby foes' souls, thus increasing your own strength. Each affected foe will lose some Hit Points and add to your Damage and Accuracy. You must have two other Dark Mastery Powers before selecting this power. Damage: Moderate. Recharge: Very Long										

## ELECTRICITY MASTERY

OWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST COST	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Electric Fence	Click	Foe	9.75	1.17	4	Character	—	—	Accuracy, Boost, KDamage, Boost, KRecharge, Boost, KEnduranceDiscount, Boost, KImmobilized, Boost, KRange, Boost, KEndurance, Drain, Boost	Ranged, Moderate DoT (Energy), Foe Immobilize, End
Surrounds and Immobilizes a single target in an Electric Fence. Deals some damage over time and slowly drains some Endurance. Useful for keeping villains at bay. Damage: Minor DoT. Recharge: Fast										
Thunder Strike	Click	Foe	23.14	3.3	40	Sphere	10	—	Accuracy, Boost, KDamage, Boost, KRecharge, Boost, KEnduranceDiscount, Boost, KStunned, Boost	Melee AoE, High DMG (Smash, Energy), Foe Disorient, Knockback
A massive attack. You smash your foes with all the power of a lightning bolt. The pummeled victim takes tremendous damage and may be Disoriented. Any nearby foes may be knocked down and take some damage from the shockwave. Damage: High. Recharge: Slow										
Charged Armor	Toggle	Caster	0.1625	0.67	2	Character	—	—	EnduranceDiscount, Boost, KRecharge, Boost, KRes, Damage, Boost	Toggle: Self, +ResSmash, Lethal, Energy
When you toggle on this power, you are surrounded in a charged field that makes you highly resistant to Smashing, Lethal and Energy damage. Recharge: Fast										
Power Sink	Click	Foe	16.25	2.03	120	Sphere	10	10	EnduranceDiscount, Boost, KRecharge, Boost, KEndurance, Drain, Boost, KRecovery, Boost	PBAoE, Self, +End, Foe End
Power Sink leeches energy directly from the bodies of all nearby foes, draining their Endurance. Each foe you draw energy from increases your Endurance. If there are no foes within range, you will not gain any Endurance. You must have two other Electricity Mastery Powers before selecting this power. Recharge: Long										

## POWER MASTERY

OWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST COST	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Conserve Power	Click	Caster	9.75	1.17	600	Character	—	—	EnduranceDiscount, Boost, KRecharge, Boost	Self, Endurance Discount
You can focus for a moment to Conserve your Endurance. After activating this power, you expend less Endurance on all other powers for a while. Recharge: Very Long										
Power Build Up	Click	Caster	13	1.17	240	Character	—	—	EnduranceDiscount, Boost, KRecharge, Boost, KBuff, ToHit, Boost	Self, +DMG, +ACC, +Special
Your mastery of power and energy allows you to greatly increase the damage you deal for a few seconds, as well as slightly increasing your Accuracy. Additionally, Power Build Up greatly boosts the secondary effects of your powers. Your powers effects like Heals, Defense Buffs, Endurance Drains, Disorients, Holds, Immobilizes, Knockbacks and more are all improved. Recharge: Long										
Temp Invulnerability	Toggle	Caster	0.1625	0.67	2	Character	—	—	EnduranceDiscount, Boost, KRecharge, Boost, KRes, Damage, Boost	Toggle: Self, +ResSmash, Lethal
When you toggle on this power, you become highly resistant to Smashing and Lethal damage. You must have Conserve Power or Power Build Up before selecting this power. Recharge: Fast										
Total Focus	Click	Foe	23.14	3.3	40	Character	—	—	Accuracy, Boost, KDamage, Boost, KRecharge, Boost, KEnduranceDiscount, Boost, KStunned, Boost	Melee, Extreme DMG (Energy/Smash), Foe Disorient
Total Focus is complete mastery over Energy/Melee. This is a very slow but incredibly devastating attack that can knock out most opponents, leaving them Disoriented. Due to the exhausting nature of Total Focus, recharge time is very long. You must have two other Power Mastery Powers before selecting this power. Damage: Extreme. Recharge: Long										





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### PSYCHIC MASTERY

OWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX #OF TARGETS	ENH TYPES	POWER TYPE
Dominare	Click	Foe	10.66	1.1	16	Character	15M	1	Accuracy, Boost, Recharge, Boost, Endurance, Discount, Boost, Range, Boost, Hold, Boost, Hold, Damage, Boost	Ranged, Moderate DMG (Psionic), Foe-Hold
Painfully tears at the mind of a single foe. Dominate deals Psionic damage and renders a foe helpless, lost in his own mind and unable to defend himself. Damage: Moderate. Recharge: Moderate.										
Mass Hypnosis	Click	Foe	19.5	2.03	90	Sphere	25	10	Accuracy, Boost, Recharge, Boost, Endurance, Discount, Boost, Range, Boost, Sleep, Boost	Ranged (Targeted AoE), Foe-Sleep
Hypnotizes a group of foes at a distance and puts them to sleep. The targets will remain asleep for some time, but will awaken if attacked. This power deals no damage, but if done discreetly, the targets will never be aware of your presence. Recharge: Slow										
Mind Over Body	Toggle	Caster	0.1625	0.67	2	Character	15M	1	Endurance, Discount, Boost, Recharge, Boost, Res, Damage, Boost	Toggle: Self+ResSmash, Lethal, Psionics
When you toggle on this power, you empower your Mind Over Body to become highly resistant to Smashing, Lethal and Psionic damage. You must have Dominate or Mass Hypnosis before selecting this power. Recharge: Fast										
Telekinesis	Toggle	Foe	1.95	0.3	60	Sphere	10	5	Recharge, Boost, Endurance, Discount, Boost, Range, Boost	Toggle: Ranged (Targeted AoE), Foe-Hold, Repel
Lifts a foe, and any nearby foes, off the ground and repels them. The targets are helpless, unable to take action, and will continue to hover away, picking up any passing targets, as long as you keep this power active. Keeping up this level of concentration costs a lot of Endurance. You must have two other Psychic Mastery Powers before selecting this power. Recharge: Slow										





# BLASTER

## NUKE FOR HIRE

**Primary Power Set:** Ranged  
**Secondary Power Set:** Support

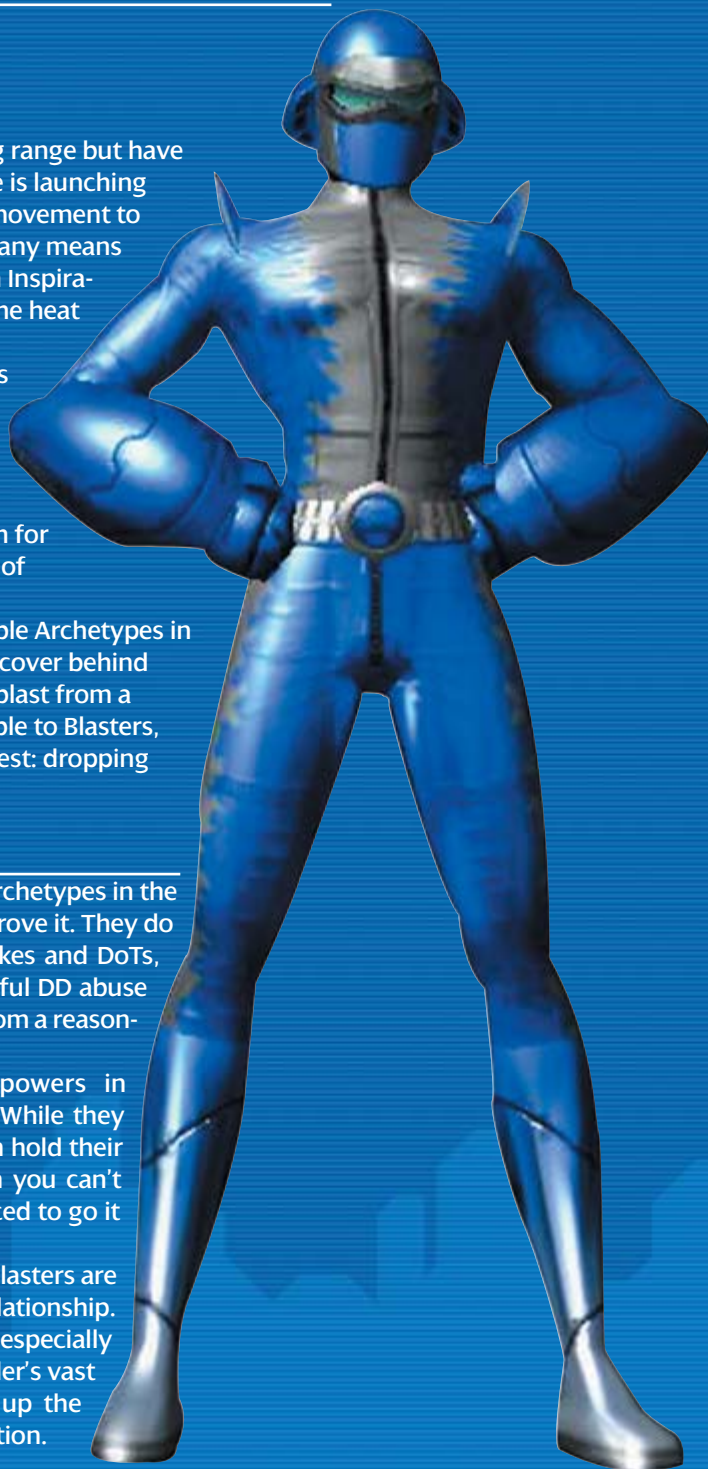
Blasters can dish out awesome damage at long range but have low hit points and defense. The Blaster's staple is launching devastating barrages while impairing enemy movement to maintain a safe distance. Blasters do not have any means of healing in their power sets and must rely on Inspirations or another Hero to keep them fueled in the heat of battle.

Due to their highly offensive nature, Blasters might not seem terribly geared to conquest subtly, but that isn't necessarily the case. Blasters have a superior set of Crowd Control capabilities in their secondary power set, and, even alone, a Blaster can be more than a match for several mobs at once—with the right strategy, of course (see the sample build).

However, Blasters are among the least capable Archetypes in their ability to take abuse. They primarily take cover behind Tankers and Scrappers, where they can safely blast from a distance. There are some melee powers available to Blasters, but we recommend sticking to what they do best: dropping red hot death from on high.

### PROS

- The Blaster is one of the two highest DPS Archetypes in the game (with the Scrapper), and his attacks prove it. They do devastating damage with massive AoE nukes and DoTs, and they have plenty of blisteringly powerful DD abuse at their fingertips. If you like hurling pain from a reasonably safe distance, this is your Archetype.
- Blasters feature solid Crowd Control powers in addition to their massive DPS advantage. While they aren't in the league of Controllers, they can hold their own. This can come in really handy when you can't find someone to team up with and are forced to go it alone.
- Due to their high DPS and ranged attacks, Blasters are always welcome as a second in a duo relationship. This complements the Scrapper and Tanker especially well and also mates nicely with the Controller's vast range of Crowd Control options, freeing up the Blaster to concentrate on his forte: destruction.



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## CONS

- Since you're primarily endowed with heavy-duty ranged attacks, melee combat is decidedly *not* your forte. While some Blaster Secondary power sets do feature melee options, you're better off, in almost every case, to only get one or two melee attacks and concentrate your power choices and slotting on ranged attacks (after all, you are not a Scrapper or Tanker).
- Blasters have to manage their Endurance reserves a bit more carefully than other Archetypes due in large part to some fantastically devastating yet fantastically Endurance-intensive attacks.
- Blasters are made of tissue paper (relatively speaking), so if you're drawing too much aggro, retreat to the cover of the nearest Tanker or Scrapper within range and/or fly or super leap for the highest skyscraper for cover.

## BLASTER SAMPLE BUILD

### FIREWORKS WITH A PYRO-TECHNIC BLASTER

This is a very strong sample build with which to get a feel for what the Blaster Archetype is all about. After you get comfortable with how the Blaster plays, explore your own power pool combinations that best suit your playing style. The Fire Blaster's powerful AoE attacks combined with Devices' Trip Mines make for a lethal combination. After you master its full potential, this build allows you to take out groups of enemies that are two to three levels above your own. This build takes a while to reach full effectiveness since you don't pick up Trip Mines until Level 28. However, after acquiring and slotting all of the key powers, you'll be a one-man killing machine and a coveted group member. Here's the level-by-level breakdown on what powers to get and how to slot them.

Primary Powers—Ranged: Fire Blast  
Secondary Powers—Support: Devices

#### DEFAULT ABILITIES

##### Level 1

Free Default Ability: Brawl  
Slot: Damage  
Free Default Ability: Sprint  
Slot: Endurance Reduction

##### Level 2

Free Default Ability: Rest  
Slot: Recharge Reduction

#### POWERS

##### Level 1

New Primary Power: Fire Blast  
Slot: Accuracy  
New Secondary Power: Web Grenade  
Slot: Accuracy

##### Level 2

New Primary Power: Fire Ball  
Slot: Accuracy

##### Level 3

Two Additional Slots  
Fire Ball: Damage (2x)

##### Level 4

New Secondary Power: Caltrops  
Slot: Recharge Reduction

##### Level 5

Two Additional Slots  
Fire Ball: Damage  
Fire Ball: Endurance Reduction

##### Level 6

New Flight Power: Air Superiority  
Slot: Accuracy

##### Level 7

Two Additional Slots  
Fire Blast: Damage (2x)

##### Level 8

New Primary Power: Fire Breath  
Slot: Damage

##### Level 9

Two Additional Slots  
Fire Blast: Recharge Reduction  
Fire Blast: Reduce Endurance Cost

##### Level 10

New Secondary Power:  
Targeting Drone  
Slot: Endurance Reduction

Replace Accuracy Enhancements in  
Fire Ball with Recharge Reduction

Replace Accuracy Enhancement in Fire  
Blast with Damage

##### Level 11

Two Additional Slots  
Targeting Drone: To Hit Buff (2x)

##### Level 12

New Fitness Power: Swift  
Slot: Run Speed

##### Level 13

Two Additional Slots  
Fire Breath: Damage (2x)

##### Level 14

New Flight Power: Fly  
Slot: Endurance Reduction

##### Level 15

Two Additional Slots  
Fly: Flight Speed  
Fire Breath: Recharge Reduction

##### Level 16

New Secondary Power: Smoke Grenade  
Slot: Recharge Reduction

##### Level 17

Two Additional Slots  
Smoke Grenade: To Hit Debuff  
Fire Breath: Endurance Reduction



### Level 18

New Fitness Power: Health  
Slot: Healing

### Level 19

Two Additional Slots  
Targeting Drone: To Hit Debuff  
Health: Healing

### Level 20

New Fitness Power: Stamina  
Slot: Endurance Recovery

### Level 21

Two Additional Slots  
Stamina: Endurance Recovery (2x)

### Level 22

New Secondary Power: Cloaking Device  
Slot: Endurance Reduction

### Level 23

Two Additional Slots  
Cloaking Device: Defense Buff

### Level 24

New Primary Power: Aim  
Slot: Recharge Reduction

### Level 25

Two Additional Slots  
Aim: Recharge Reduction (2x)

## LEVELING AND HUNTING STRATEGIES

### SOLO

#### Levels 1–10

In the early stages of becoming a Fire and Devices Blaster, stick to fighting groups of two to three targets that are one level above you or less. Without the Targeting Drone, your attacks will miss more, and you have very few attacks. Consider throwing in some Accuracy enhancements into Fire Blast and Fire Ball until you get the Targeting Drone.

You must use Web Grenade and Caltrops to slow down your enemies as you pick them apart with Fire Ball and Fire Blast. A good combo is to get near a group of two or three targets close to your level and open up with a Fire Ball, then immediately drop a Caltrops in the group's center. If you do this quick enough, you'll only suffer a little damage from gunfire before the group scatters, attempting to escape from the Caltrops, leaving you free to clean the up with Fire Blast. If any enemy gets too close to you, use Air Superiority to smack them down into the ground quickly. As they pick themselves up, root them in place with Web Grenade or finish them off with Fire Ball or Fire Blast.

Carry lots of Heal Inspirations, as this is the only way a Blaster can recover hit points. Taking on early missions is a good way to

find foes that are your level. Starting out in the smaller Galaxy City will reduce your travel time getting to your initial missions and hunting goons. Kings Row offers good hunting for Levels 6–9.

#### Levels 11–20

With increased damage enhancements and increased accuracy with the Targeting Drone, you can start tackling larger groups (three to five) that are one level higher or less, or smaller groups that are two levels higher. As you keep enhancing your Targeting Drone, replace any accuracy enhancements in your Primary attack powers with Damage enhancements or with Recharge enhancements. You can hunt higher-level targets with better efficiency—keep it on at all times from here on out. This is a good time to work on your offensive routine using Caltrops, Fire Breath, and Fire Blast. Practice keeping away from enemies while leading them to where you want them, such as onto Caltrops or into tight formations for Fire Ball and Fire Breath. The combo that got you to Level 10 is still valid with the added punch of Fire Breath—run up close to a tight pack of enemies, open with Fire Ball, throw down Caltrops on top of them, unload Fire Breath at close range as the group

begins to scatter, and clean up with Fire Blast. At this early stage, close-range combat requires good movement as well; keep your Hero just out of melee range, as this is what hurts him the most. Soon you'll start using longer range and obstacles to your advantage as foes get tougher.

#### Levels 21–30

These levels are much like the previous. As you work on improving your support skills, hunt small groups that are a couple levels higher than you. When you hit Level 28, the game changes—you get Trip Mines. This is when you can start taking down large groups (eight to twelve) that are two to three levels above you. You'll probably want to hang out in the Hazard Zones at this point, such as Terra Volta, where there are plenty of large groups to fight. Stick with groups of five or less until you get Trip Mines. After Level 28, work on this combo:

1. Turn Cloaking Device on and sneak up to a pack of enemies until you can lob a Smoke Grenade on them.
2. Under Cloaking Device and Smoke Grenade, get even closer to the pack (if you picked Hasten at Level 26), activate Hasten, and start laying out Trip Mines while backing away from the group. Trip Mines take a bit to recharge

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after each planting, but Hasten will help—lay out a web of four to five mines as you back away from the group.

3. Now, from behind your last mine, get the attention of the pack by nailing them with a Fire Ball. Lead them over the Trip Mines but back out of their range. If the Mines don't finish off the group, throw down Caltrops and use Fire Breath, Fire Ball, and Fire Blast to finish them off. Corner trapping works well with this combo for corner trapping).

This process is your bread and butter from here on out, so practice it and master it.

#### Levels 31–50

At this point you have free rein over what you want to do. You can keep challenging yourself with tougher enemies. Just keep improving your powers with enhancements and perfect your combat technique. Keep your powers up to speed when Single Origin Enhancements start showing up. At Level 41 you pick up additional support powers that help you cope with longer battles. Learn to manage your toggle powers as you need them; having them all on drains your endurance too quickly and leaves you vulnerable. Beware of foes with strong ranged attacks and mezzers (Holds, Confuse). You may also want to do the respect mission so that you can drop the Super Speed travel power since you now have Super Jump, freeing up a slot for another power that you would prefer.

#### DUOS

**Levels 1–20: Ideal Ranking Scrapper/Blaster:** What better way to enhance damage than with more damage? In the early stages, enemy targets are

relatively weak, and with the combined firepower of a Scrapper or another Blaster, you can quickly dispatch groups of three to five as you comb the streets.

#### Radiation Controller/Defender:

Heroes with Radiation Infection and Enervating Field make your street sweeping go much faster. These powers are Debuffs that are anchored on a targeted foe and spread out to those near him. Targets under Radiation Infection have their Accuracy and defense severely reduced, making it harder for them to hit you and making it easier for you to hit them. Try to keep all of your targets near the anchor by fighting inside the cloud—make sure you defeat the anchor last, as this will eliminate the Debuff.

**Illusion Controller:** With Spectral Wounds and additional Crowd Control, this duo can safely tackle groups of three to five with efficient speed. Allow the Controller to inflict Spectral Wounds on a target first, then finish him off with Fire Blast for a lethal one-two punch. Hopefully the Controller has a secondary Heal skill for an added bonus.

**Tanker/Empathy Defender:** For this team, it's safety vs. speed. Tankers will keep the enemy focus away from you as you blast away at single targets, but their damage isn't so great. Defenders provide additional Crowd Control and keep you healed, but they offer little in the way of damage. In this team, you'll be the one doing most of the damage while your teammate keeps you safe.

**Levels 21–50: Ideal Ranking Tanker/Radiation Emission Controller:** At this point in the game, you're dealing good group

damage, so you want someone to maintain Crowd Control. A Tanker will have Taunt by now and can probably keep enemies away from you. A Fire Tanker with Burn would be an added bonus, as you can take down packs even faster. Radiation Emission Controllers with Accelerate Metabolism and Enervating Field can greatly increase your damage output to large groups. If you don't have Trip Mines, throw down Caltrops and have the Controller hit a large pack with EF; then switch to Crowd Control, trying to keep the group as tight as possible while you hit them with Fire Ball, Fire Breath, and Fire Blast. Use Smoke Grenade for protection. After you have Trip Mines, EF is just icing on the cake, as it allows you to defeat the packs of enemies even faster.

**Defender:** The Defender here is just to keep you healthy and to add Crowd Control while you do all of the fighting. You must hunt and fight as you would soloing, except you can take more risks having a Healer there to bail you out.

**Scrapper/Blaster:** Having a Scrapper with you would benefit in Boss situations. A Scrapper won't really be an effective tank, so you'll be operating as if solo; but if there is a Boss or Lieutenant in the group you're attacking, the Scrapper can quickly take those down. Grouping with another Blaster can get confusing as you'll both be trying to outdamage each other and splitting the packs up from stealing aggro. If good teamwork is involved, you can take down packs fast, but if you're competing, it'll be a headache to manage.



## POWER SETS PRIMARY POWERS

### ARCHERY

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Snap Shot	Click	Foe	5.2	1	2	Character	—	—	Accuracy, Boost, (Damage_Boost, (DamageDiscount_Boost, (kRange_Boost, (kRecharge_Boost	Ranged, Minor DMGLethal
A quick attack that fires an arrow at your foe after only minimal aiming. Fast, but little damage. Damage: Minor, Recharge: Fast										
Aimed Shot	Click	Foe	8.528	1.67	4	Character	—	—	Accuracy, Boost, (Damage_Boost, (kRecharge_Boost, (kEnduranceDiscount_Boost, (kRange_Boost	Ranged, Moderate DMGLethal
Though it takes longer to execute, your Aimed Shot deals greater damage than Snap Shot. Damage: High, Recharge: Moderate										
Fistful of Arrows	Click	Foe	10.192	2.67	8	Cone	40	10	Accuracy, Boost, (Damage_Boost, (kRecharge_Boost, (kEnduranceDiscount_Boost, (kRange_Boost	Ranged (Cone), Moderate DMGLethal
You fire a fistful of arrows at foes in a cone in front of you. Good at close range. Damage: Moderate, Recharge: Moderate										
Blazing Arrow	Click	Foe	11.856	2.67	10	Character	—	—	Accuracy, Boost, (Damage_Boost, (kRecharge_Boost, (kEnduranceDiscount_Boost, (kRange_Boost	Ranged, High DMGLethal, Minor DoT(Fire)
You fire a blazing arrow at your foe, dealing some lethal damage and causing him to catch on fire and burn. Slightly less accurate than other Archery attacks. Damage: High, Recharge: Slow										
Aim	Click	Caster	5.2	2.17	90	Character	—	—	EnduranceDiscount_Boost, (kRecharge_Boost, (kBuff, (ToHit_Boost	Self +ACC, +DMG
Greatly increases the Accuracy of your attacks for a few seconds. Slightly increases damage. Recharge: Long										
Explosive Arrow	Click	Foe	15.184	2.67	16	Sphere	15	16	Accuracy, Boost, (Damage_Boost, (kRecharge_Boost, (kEnduranceDiscount_Boost, (kRange_Boost, (kKnockback_Boost	Ranged (Targeted AoE), Moderate DMGLethal/Smash, Knockback
You fire a grenade-tipped arrow at long range. This explosion affects all within the blast radius, and can knock them back. Damage: Moderate, Recharge: Slow										
Ranged Shot	Click	Foe	14.352	3.17	12	Character	—	—	Accuracy, Boost, (Damage_Boost, (kRecharge_Boost, (kEnduranceDiscount_Boost, (kRange_Boost, (kInterrupt_Boost	Sniper, Extreme DMGLethal
A long range shot that blasts your foes. Like most sniper attacks, this power has a bonus to Accuracy, but is best fired from a distance as it can be interrupted. Damage: Extreme, Recharge: Slow										
Stunning Shot	Click	Foe	10.192	2.67	20	Character	—	—	Accuracy, Boost, (Damage_Boost, (kRecharge_Boost, (kEnduranceDiscount_Boost, (kRange_Boost, (kSummed_Boost	Ranged Disorient, Minor DMG(Smashing)
You fire a blunt, weighted arrow at your target's chest. The Stunning Shot has a good chance of stunning your foe. Damage: Minor, Recharge: Slow										
Rain of Arrows	Click	Caster	20.8	4.67	60	Location	—	—	Accuracy, Boost, (Damage_Boost, (kRecharge_Boost, (kEnduranceDiscount_Boost, (kRange_Boost	Ranged (Location AoE), Extreme DoT(Lethal)
You unleash a Rain of Arrows on a targeted location, damaging foes within a large area. Damage: Extreme (DoT), Recharge: Long										

### ASSAULT RIFLE

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Burst	Click	Foe	5.2	2.2	4	Character	—	—	Accuracy, Boost, (Damage_Boost, (kEnduranceDiscount_Boost, (kRange_Boost, (kBuff, (Defense_Boost, (kRecharge_Boost	Ranged, Moderate DMGLethal, Foe-DEF
Quickly fires a burst of rounds at a single target at very long range. Damage is average, but the fire rate is fast. Can also reduce the target's defense. Damage: Moderate(DoT), Recharge: Fast										
Slug	Click	Foe	8.528	1.87	8	Character	—	—	Accuracy, Boost, (Damage_Boost, (kEnduranceDiscount_Boost, (kRange_Boost, (kKnockback_Boost, (kRecharge_Boost	Ranged, High DMGLethal, Foe Knockback
Fires a single slug at a targeted foe. Firing a single slug is slower than firing a burst, but deals more damage. Is longer range, and can knock down foes. Damage: High, Recharge: Moderate										
Buckshot	Click	Foe	10.192	1.87	8	Cone	40	10	Accuracy, Boost, (Damage_Boost, (kRecharge_Boost, (kEnduranceDiscount_Boost, (kKnockback_Boost, (kRange_Boost	Ranged (Cone), Moderate DMGLethal, Foe Knockback
Good at close range. Fires a cone of buckshot pellets and can knock some foes down. Damage: Moderate, Recharge: Moderate										
M80 Grenade	Click	Foe	15.184	1.87	16	Sphere	15	16	Accuracy, Boost, (Damage_Boost, (kRecharge_Boost, (kEnduranceDiscount_Boost, (kRange_Boost	Ranged (Targeted AoE), Moderate DMGLethal/Smash, Knockback
Launches a Grenade at long range from beneath the barrel of your Assault Rifle. This explosion affects all within the blast radius, and can knock them back. Damage: Moderate, Recharge: Slow										
Beambag	Click	Foe	10.192	1.87	20	Character	—	—	Accuracy, Boost, (Damage_Boost, (kRecharge_Boost, (kEnduranceDiscount_Boost, (kRange_Boost, (kSummed_Boost	Ranged, Minor DMG(Smash), Foe Disorient
Fires a single non-lethal Beambag that can seriously Disorient a target. Deals little damage and takes a long time to reload, but renders most targets unable to attack for a good while. Damage: Minor, Recharge: Slow										





## ENERGY BOLTS

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Power Bolt	Click	Foe	5.2	2	4	Character	—	—	Accuracy, Boost, Damage, Boost, KRange, Boost, Knockback, Boost, KRecharge, Boost	Ranged, Minor DMG/Energy/Smash, Foe Knockback
A quick attack that rapidly hurls small bolts of energy at foes, sometimes knocking them down. Fast, but little damage. Damage: Minor. Recharge: Fast										
Power Blast	Click	Foe	8.528	1.67	8	Character	—	—	Accuracy, Boost, Damage, Boost, KRecharge, Boost, KRecharge, Boost, Knockback, Boost	Ranged, Moderate DMG/Energy/Smash, Foe Knockback
A much more powerful, yes slower version of Power Bolt. Power Blast sends a focused beam of energy at a foe that can knock him back. Damage: Moderate. Recharge: Moderate										
Energy Torrent	Click	Foe	11.856	1.07	12	Cone	40	10	Accuracy, Boost, Damage, Boost, KRecharge, Boost, KRecharge, Boost, Knockback, Boost, KRange, Boost	Ranged (Cone), Moderate DMG/Energy/Smash, Foe Knockback
Energy Torrent unleashes a cone of powerful energy that can smash foes and possibly send them flying. Damage: Moderate. Recharge: Slow										
Power Burst	Click	Foe	10.4	2	10	Character	—	—	Accuracy, Boost, Damage, Boost, KRecharge, Boost, KRecharge, Boost, Knockback, Boost	Close, High DMG/Energy/Smash, Foe Knockback
A short range, but devastating attack. Power Burst unleashes a massive amount of energy dealing very high damage at short distances. The impact from this burst often knocks back most foes. Damage: High. Recharge: Slow										
Sniper Blast	Click	Foe	14.352	1.33	12	Character	—	—	Accuracy, Boost, Damage, Boost, KRecharge, Boost, KRecharge, Boost, Knockback, Boost, KInterrupt, Boost	Sniper, Extreme DMG/Energy/Smash, Foe Knockback
A focused blast that can travel great distances with high Accuracy. This is a sniper attack, and is best fired from a distance, as it can be interrupted. Damage: Superior. Recharge: Slow										
Min	Click	Caster	5.2	1.17	90	Character	—	—	EnduranceDiscount, Boost, KRecharge, Boost, KRecharge, Boost	Self +ACC +DMG
Greatly increases the Accuracy of your attacks for a few seconds. Slightly increases damage. Recharge: Long										
Power Push	Click	Foe	8.528	1.1	8	Character	—	—	Accuracy, Boost, Damage, Boost, KRecharge, Boost, KRecharge, Boost, Knockback, Boost	Ranged Minor DMG/Energy/Smash, Foe High Knockback
This ranged attack deals little damage, but sends the target flying for a great distance. Damage: Minor. Recharge: Moderate										
Explosive Blast	Click	Foe	15.184	1.67	16	Sphere	15	16	Accuracy, Boost, Damage, Boost, KRecharge, Boost, KRecharge, Boost, Knockback, Boost	Ranged (Targeted AoE), Moderate DMG/Smash/Energy, Foe Knockback
You hurl a blast of charged energy that violently explodes on impact, damaging all foes near the target. Damage: Moderate. Recharge: Slow										
Nova	Click	Foe	20.8	3	360	Sphere	25	16	Accuracy, Boost, Damage, Boost, KRecharge, Boost, KRecharge, Boost	PhAoE, Extreme DMG/Energy/Smash, Foe Knockback, Self Recovery
You can explode in a tremendous blast of energy, sending nearby foes flying. The Nova deals massive damage to all nearby foes, although the damage does vary. Activating this power leaves you drained of endurance, and unable to recover any endurance for a while. Damage: Extreme. Recharge: Very Long										

## FIRE BLAST

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Flares	Click	Foe	3.692	2.17	2.18	Character	—	—	Accuracy, Boost, Damage, Boost, KRecharge, Boost, KRecharge, Boost	Ranged, Minor DMG/Fire
A quick attack that throws flares at the target. Little damage, but very fast. Damage: Minor. Recharge: Very Fast										
Fire Blast	Click	Foe	5.2	1.2	4	Character	—	—	Accuracy, Boost, Damage, Boost, KRecharge, Boost, KRecharge, Boost, Knockback, Boost	Ranged, Moderate DMG/Fire
Sends a blast of fire at a targeted foe and sets the target on fire for a short period of time. Slower recharge rate than flares, but more damage. Damage: Moderate. Recharge: Fast										
Fire Ball	Click	Foe	15.184	1	16	Sphere	15	16	Accuracy, Boost, Damage, Boost, KRecharge, Boost, KRecharge, Boost, Knockback, Boost	Ranged (Targeted AoE), Moderate DMG/Fire/Smash
Hurls an exploding fireball that consumes a targeted foe, and all nearby enemies. Anyone in that explosion is burned and set ablaze. Damage: Moderate. Recharge: Slow										
Rain of Fire	Click	Caster	26	2.03	60	Location	—	—	Accuracy, Boost, Damage, Boost, KRecharge, Boost, KRecharge, Boost, Knockback, Boost	Ranged (Location AoE), Minor DoT/Fire
Summons a rain of fire over a targeted location, burning foes within a large area. Damage: Moderate/DoT, Recharge: Long										
Fire Breath	Click	Foe	15.184	2.67	16	Cone	40	10	Accuracy, Boost, Damage, Boost, KRecharge, Boost, KRecharge, Boost, Knockback, Boost	Close (Cone), Moderate DoT/Fire
You can breathe forth a torrent of fire that burns all foes within its narrow cone. Very accurate and very deadly at medium range. Damage: Moderate/DoT, Recharge: Slow										
Min	Click	Caster	5.2	1.17	90	Character	—	—	EnduranceDiscount, Boost, KRecharge, Boost, KRecharge, Boost	Self +ACC +DMG
Greatly increases the Accuracy of your attacks for a few seconds. Slightly increases damage. Recharge: Long										





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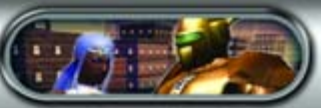
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### FIRE BLAST CONT.






POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Blaze	Click	Foe	10.4	1	10	Character	—	—	Accuracy, Boost, Damage, Boost, Recharge, Boost, Recharge, Boost, Recharge, Boost	Close, High DMG (Fire)
A short range, but devastating flame attack. Damage: High, Recharge: Slow										
Blazing Bolt	Click	Foe	14.352	1.67	12	Character	—	—	Accuracy, Boost, Damage, Boost, Recharge, Boost, Recharge, Boost, Recharge, Boost, Recharge, Boost	Sniper, Extreme DMG (Fire)
A long range beam of fire that blasts your foes. Like most sniper attacks, this power has a bonus to Accuracy, but is best fired from a distance as it can be interrupted. Damage: Extreme, Recharge: Slow										
Inferno	Click	Foe	20.8	3	360	Sphere	25	16	Accuracy, Boost, Damage, Boost, Recharge, Boost, Recharge, Boost, Recharge, Boost, Recharge, Boost	PBAOE, Extreme DMG (Fire/Smash), Self-Recovery
Unleashes a massive fiery explosion to devastate all nearby enemies and set them ablaze. Inferno deals massive damage to all nearby foes, although the damage does vary. Activating this power leaves you drained of Endurance and unable to recover Endurance for a while. Damage: Extreme, Recharge: Very Long										

### ICE BLAST

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Ice Bolt	Click	Foe	5.2	1.17	4	Character	—	—	Accuracy, Boost, Damage, Boost, Recharge, Boost, Recharge, Boost, Recharge, Boost, Recharge, Boost	Ranged, Minor DMG (Cold/Smash), Foe-Recharge, SPD
Ice Bolt quickly pelts an enemy with small icy daggers; their chill Slows a foe's attacks and movement for a time. Fast, but little damage. Damage: Minor, Recharge: Fast										
Ice Blast	Click	Foe	8.528	1	8	Character	—	—	Accuracy, Boost, Damage, Boost, Recharge, Boost, Recharge, Boost, Recharge, Boost, Recharge, Boost	Ranged, Moderate DMG (Cold/Smash), Foe-Recharge, SPD
Ice Blast hurls shards of ice at foes and Slows their attacks and movement for a time. Slower recharge than Ice Bolt, but more damage. Damage: Moderate, Recharge: Moderate										
Frost Breath	Click	Foe	15.184	2.67	16	Cone	40	10	Accuracy, Boost, Damage, Boost, Recharge, Boost, Recharge, Boost, Recharge, Boost, Recharge, Boost	Close (Cone), Moderate DoT (Cold), Foe-Recharge, SPD
Unleashes a cone of frosty breath that can Slow your opponents' movement and attacks. Very accurate and very deadly at medium range. Damage: Moderate DoT, Recharge: Slow										
Aim	Click	Caster	5.2	1.17	90	Character	—	—	Endurance Discount, Boost, Recharge, Boost, Recharge, Boost	Self +ACC, +DMG
Greatly increases the Accuracy of your attacks for a few seconds. Slightly increases damage. Recharge: Long										
Freeze Ray	Click	Foe	6.864	1	10	Character	—	—	Accuracy, Boost, Damage, Boost, Recharge, Boost, Recharge, Boost, Recharge, Boost, Recharge, Boost	Ranged, Minor DMG (Cold), Foe Hold
Although this power deals very little damage, the Freeze Ray encases your foe in a block of ice, holding him helpless in place for a while. Damage: Minor, Recharge: Moderate										
Freezing Rain	Click	Caster	15.6	2.03	60	Location	—	—	Accuracy, Boost, Recharge, Boost, Recharge, Boost, Recharge, Boost, Recharge, Boost, Recharge, Boost	Ranged (Location AOE), Minor DoT (Cold, Lethal), Foe-Recharge, SPD
Shred your foes with this ice storm. This power deals a lot of damage in a large area and can Slow all affected targets movement and attack speed. Damage: Minor DoT, Recharge: Long										
Bitter Ice Blast	Click	Foe	13	1.07	12	Character	—	—	Accuracy, Boost, Damage, Boost, Recharge, Boost, Recharge, Boost, Recharge, Boost, Recharge, Boost	Ranged, Superior DMG (Cold/Smash), Foe-Recharge, SPD, ACC
A slower yet more powerful version of Ice Blast, Bitter Ice Blast deals much more damage and can also reduce your enemy's Accuracy. Like other Ice Blast powers, Bitter Ice Blast can Slow a target's movement and attack speed. Damage: Superior, Recharge: Slow										
Bitter Freeze Ray	Click	Foe	15.184	3.7	20	Character	—	—	Accuracy, Boost, Damage, Boost, Recharge, Boost, Recharge, Boost, Recharge, Boost, Recharge, Boost	Ranged, Moderate DMG (Cold), Foe Hold
Hold your opponent frozen solid in a block of ice. The victim can be attacked and will remain frozen and helpless. After the ice thaws, the victim emerges chilled and Slowed. Bitter Freeze Ray deals medium damage. Damage: Moderate, Recharge: Slow										
Blizzard	Click	Caster	20.8	2.03	360	Location	—	—	Accuracy, Boost, Recharge, Boost, Recharge, Boost, Recharge, Boost, Recharge, Boost, Recharge, Boost	Ranged (Location AOE), Extreme DoT (Cold), Foe-ACC, SPD, -Recharge, Knockback, Self-Recovery
The massive damage from the Blizzard can Slow the attack rate of all your opponents in a large area, reducing their Accuracy and possibly knocking them back. Activating this power leaves you drained of Endurance and unable to recover any Endurance for a while. Damage: Extreme DoT, Recharge: Very Long										



## DEVICES

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST COST	RECHARGE TIME	EFFECT AREA	RADIUS	MAX #OF TARGETS	ENH TYPES	POWERTYPE
 Web Grenade	Click	Foe	78	137	4	Character	—	—	Accuracy Boost, kRecharge Boost, kEnduranceDiscount Boost, kImmobilized Boost, kRange Boost	Ranged, Target Immobilize, Recharge, Fly
Upon impact, the Web Grenade expels a strong, tenuous, and very sticky substance that can immobilize most targets. This non-lethal device deals no damage and does not prevent targets from attacking, although their attack rate is slowed. The Web can bring down flying entities and hails jumping. Recharge: Fast										
 Catapults	Click	Caster	78	107	45	Location	—	—	Recharge Boost, kEnduranceDiscount Boost, kRange Boost, kDamage Boost, kSlow Boost	Ranged (Location AoE), Minor DoT/Lethal, Fire, Speed
You toss a handful of Catapults at a targeted location and spread the tiny metal spikes over a large area. Any villains that pass over the Catapults will be forced to move at a slower rate. They will also take some trivial lethal damage over time. Damage: Minor(DoT), Recharge: Slow										
 Taser	Click	Foe	10/92	137	20	Character	—	—	Accuracy Boost, kDamage Boost, kRecharge Boost, kEnduranceDiscount Boost, kStunned Boost	Melee, Fire Disorient
The Taser is basically a stun-gun. This small device releases a high-voltage, low-amperage electrical charge that can disorient most opponents with minimal damage. The Taser has no range and only works in melee. Damage: Minor, Recharge: Slow										
 Targeting Drone	Toggle	Caster	0/56	117	10	Character	—	—	EnduranceDiscount Boost, kRecharge Boost, kBluff, ToHit Boost	Toggle: Self -HAC -+Perception, ResDefBuff ToHit
When this small device is activated, the small Targeting Drone hovers around your head and emits targeting laser sights. The lasers can dramatically improve your Accuracy and increase your Perception, allowing you to better see stealthy foes. Targeting Drone also grants you resistance to powers that Debuff your Accuracy. This is a toggle power and must be activated and deactivated manually. Use all toggle powers, while active, the Targeting Drone drains Endurance. Recharge: Slow										
 Smoke Grenade	Click	Foe	78	137	15	Sphere	35	10	Accuracy Boost, kRecharge Boost, kEnduranceDiscount Boost, kDebuff, ToHit Boost	Ranged (Target AoE), Fire, Perception, -ACC
The Smoke Grenade envelops all those in the affected area in a cloud of smoke. Most villains will not be able to see past normal melee range, although some may have better perception. If the villains are attacked, they will be alerted to your presence, but will suffer a penalty to Accuracy. Recharge: Slow										

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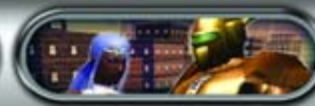
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





POWER NAME	ACTIVATION TYPE	WHO? CASTER	END COST	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Cloaking Device The Cloaking Device allows you to use an LCD body coating become partially invisible. While Cloaked you can only be seen at very close range. If you attack while Cloaked, you will be discovered. Even if discovered, you are hard to see but and will lose some of your Defense bonus to all attacks. Unlike some stealth powers, the Cloaking Device has no movement penalty. The Cloaking Device will not work with any other form of Concealment power such as Shadow Fall or Steamy Mist. Recharge: Slow	Toggle	Caster	0.13	0.73	20	Character	—	Recharge, Boost, UndurantedDiscount_Boost, Idurff_Defense_Boost	Toggle: Self Stealth, -HDEF(All)
Trip Mine You can place a Trip Mine on the ground. Any villains that pass near the Trip Mine will cause it to explode, severely damaging all nearby foes and sending them flying. The Trip Mine is almost impossible to detect, but it is fragile and may be set off by an enemy's explosion. Even if destroyed, the Trip Mine will detonate. Damage: Superior. Recharge: Slow	Click	Caster	13	0	20	Character	—	Accuracy, Boost, Recharge_Boost, UndurantedDiscount_Boost, Idamage_Boost, Knockback_Boost	Place Mine: PBAC, Superior DAM(Lethal/Fire)
Time Bomb You can place a Time Bomb on the ground. The Time Bomb will detonate 15 seconds after being placed, resulting in a massive explosion that can devastate all nearby foes and send them flying. The Time Bomb is small and almost impossible to detect. However, it is fragile and may be set off by an enemy's explosion. Even if destroyed, the Bomb will still detonate. Damage: Extreme. Recharge: Very Long	Click	Caster	26	0	360	Character	—	Accuracy, Boost, Recharge_Boost, UndurantedDiscount_Boost, Idamage_Boost, Knockback_Boost	Place Bomb: PBAC, Extreme DAM(Lethal/Fire)
Auto Turret You can place a stationary Auto Turret on the ground. The Auto Turret has an extremely fast fire rate and is equipped with a customized tracking system. Once locked on, the Turret will continue to unload a volley of lead into the target until it is destroyed or is out of range. The Turret is armored, but can be destroyed. Damage: Moderate. Recharge: Very Long	Click	Caster	39	0	180	Location	—	Accuracy, Boost, Recharge_Boost, UndurantedDiscount_Boost, Idamage_Boost	Build Turret: Ranged, Moderate DMG(Lethal)

### ENERGY MANIPULATION

POWER NAME	ACTIVATION TYPE	WHO? CASTER	END COST	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Power Thrust A focused attack that violently shoves the target and sends him flying. Deals minimal damage, but can be very effective. Damage: Minor. Recharge: Moderate	Click	Foe	6.884	1	6	Character	—	Accuracy, Boost, Idamage_Boost, IRecharge_Boost, UndurantedDiscount_Boost, Knockback_Boost	Melee, Minor DMG(Energy/Smash), Foe Knockback
Energy Punch Powerful focused punch that may Disorient your opponent! Damage: Moderate. Recharge: Fast	Click	Foe	10.192	0.57	10	Character	—	Accuracy, Boost, Idamage_Boost, IRecharge_Boost, UndurantedDiscount_Boost, Idamaged_Boost	Melee, Moderate DMG(Smash/Energy), Foe Disorient
Build Up Greatly increases the amount of damage you deal for a few seconds, as well as slightly increasing your Accuracy. Recharge: Long	Click	Caster	5.2	1.17	90	Character	—	EndurantedDiscount_Boost, IRecharge_Boost, Idurff_Boost	Self +DMG, +ACC
Bone Smasher The Bone Smasher is a slow attack, but makes up for it with a good amount of damage. Has a greater chance to Disorient than Energy Punch. Damage: High. Recharge: Moderate	Click	Foe	13.52	1.5	14	Character	—	Accuracy, Boost, Idamage_Boost, IRecharge_Boost, UndurantedDiscount_Boost, Idamaged_Boost	Melee, High DMG(Smash/Energy), Foe Disorient
Conserve Power You can focus for a moment to Conserve your Endurance. After activating this power, you expend less Endurance on all other powers for a while. Recharge: Very Long	Click	Caster	7.8	1.17	600	Character	—	EndurantedDiscount_Boost, IRecharge_Boost	Self Endurance Discount
Stun Stun deals a little bit of damage, but Disorients its target a great deal. This attack can Disorient most opponents. Damage: Minor. Recharge: Slow	Click	Foe	10.192	1.8	20	Character	—	Accuracy, Boost, Idamage_Boost, IRecharge_Boost, UndurantedDiscount_Boost, Idamaged_Boost	Melee, Minor DMG(Energy/Smashing), Foe Disorient
Power Boost Greatly boosts the secondary effects of your powers. Your powers effects like Heals, Defense Buffs, Endurance Drains, Disorients, Holds, Immobilizes, Knockdowns and more are all improved. The effects of Power Boost last a short while, and only the next couple of attacks will be boosted. Recharge: Long	Click	Caster	7.8	1.17	60	Character	—	EndurantedDiscount_Boost, IRecharge_Boost	Self +Special
Boost Range You can boost your powers to increase the range of your next few attacks. Recharge: Long	Click	Caster	13	1.17	60	Character	—	EndurantedDiscount_Boost, IRecharge_Boost	Self Range Increase
Total Focus Total Focus is complete mastery over Energy. Melee. This is a very slow, but incredibly devastating attack that can knock out most opponents, leaving them Disoriented. Due to the exhausting nature of Total Focus, recharge time is very long. Damage: Extreme. Recharge: Long	Click	Foe	18.512	3.3	20	Character	—	Accuracy, Boost, Idamage_Boost, IRecharge_Boost, UndurantedDiscount_Boost, Idamaged_Boost	Melee, Extreme DMG(Energy/Smash), Foe Disorient



# FIRE manipulation

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH/TYPES	POWER TYPE
 Ring of Fire	Click	Foe	78	1:17	4	Character	—	—	Accuracy_Beast, kDamage_Beast, kRecharge_Beast, kEnduranceDiscount_Beast, kImmobilized_Beast, kRange_Boost	Range, Moderate DoT(Fire), Foe Immobilize
Immobilizes your target in a Ring of Fire. Deals some damage over time. Useful for keeping villains at bay. Damage: ModerateDoT1, Recharge: Fast										
 Fire Sword	Click	Foe	10:92	1:83	10	Character	—	—	Accuracy_Beast, kDamage_Beast, kEnduranceDiscount_Beast, kRecharge_Beast	Melee, Moderate DMG(Fire/Lethal)
Through concentration, you can create a sword of fire that can set foes ablaze. Successful attacks from the Fire Sword will ignite your target, dealing damage over time. Damage: Moderate, Recharge: Moderate										
 Combustion	Click	Foe	13	3	15	Sphere	15	10	Accuracy_Beast, kDamage_Beast, kEnduranceDiscount_Beast, kRecharge_Beast	Melee (AoE), Moderate DoT(Fire)
Your mastery of fire allows you to violently raise the temperature around yourself in an attempt to spontaneously combust any nearby foes and set them ablaze, dealing damage over time. Damage: ModerateDoT1, Recharge: Slow										
 Fire Sword Circle	Click	Foe	18:52	4:17	20	Sphere	10	10	Accuracy_Beast, kDamage_Beast, kRecharge_Beast, kEnduranceDiscount_Beast	PBAoE Melee, Moderate DMG(Fire/Lethal)
Mastery of your Fire Sword has enabled you to make an attack on every foe within melee distance. This will slash and burn your enemies, dealing minor damage and setting them ablaze. Damage: Moderate, Recharge: Slow										
 Build Up	Click	Caster	52	1:17	90	Character	—	—	EnduranceDiscount_Beast, kRecharge_Beast, kBuff_ToHit_Boost	Self → DMG
Greatly boosts your attacks for a few seconds. Slightly increases Accuracy. Recharge: Long										
 Blazing Aura	Toggle	Foe	1:56	2:03	2	Sphere	8	10	Accuracy_Beast, kRecharge_Beast, kEnduranceDiscount_Beast, kDamage_Beast	Toggle: PBAoE, Minor DoT(Fire)
While active, you are surrounded by flames that continuously burn all foes that attempt to enter melee range. Damage: MinorDoT1, Recharge: Very Fast										

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POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST COST	RECHARGE TIME	EFFECT AREA	RADIUS	ENH. TYPES	MAX # OF TARGETS	POWER TYPE
Consume	Click	Foe	0.52	2.03	180	Sphere	20	Accuracy, Boost, (Recharge, Boost, (Damage, Boost, (Recovery, Boost	10	PBAOE, Minor DMG (Fire), Self -End
You can consume some fuel from your nearby enemies to recover Endurance. Damage: Minor. Recharge: Very Long										
Burn	Click	Caster	5.2	2.03	10	Character	—	EnduranceDiscount, Boost, (Recharge, Boost, (Damage, Boost	—	Location (PBAOE), Moderate DOT (Fire), Self Res (Immobilize)
You can ignite the ground beneath you, freeing yourself from immobilization effects. Foes that enter the flames you leave behind will take damage. You must be near the ground to activate this power. Damage: Moderate DOT. Recharge: Slow										
Hot Feet	Toggle	Foe	2.08	1.47	20	Sphere	20	Damage, Boost, (Recharge, Boost, (EnduranceDiscount, Boost, (Slow, Boost	10	Toggle PBAOE, Minor DOT (Fire), Foe -SPD
Heat the earth in a large area around yourself. Enemy movement is slowed as they attempt to flee the immediate area. All foes in the affected area suffer some damage over time. You cannot fly and must be near the ground to use this power. Damage: Minor DOT. Recharge: Slow										

### ICE MANIPULATION

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST COST	RECHARGE TIME	EFFECT AREA	RADIUS	ENH. TYPES	MAX # OF TARGETS	POWER TYPE
Chillbin	Click	Foe	7.8	1.17	4	Character	—	Accuracy, Boost, (Damage, Boost, (Recharge, Boost, (EnduranceDiscount, Boost, (Immobilized, Boost, (Range, Boost, (Slow, Boost	—	Ranged, Moderate DOT (Cold), Foe Immobilize -SPD, -Recharge
Immobilizes your target in an icy trap. Deals some damage over time and slightly slows the target's attack and movement speed. Useful for keeping villains at bay. Damage: Moderate DOT. Recharge: Fast										
Frozen Fists	Click	Foe	8.528	1.33	8	Character	—	Accuracy, Boost, (Damage, Boost, (EnduranceDiscount, Boost, (Slow, Boost, (Recharge, Boost	—	Melee, Minor DMG (Cold/Smash), Foe -Recharge, -SPD
Frozen Fists encrusts your hands in ice, giving them the ability to quickly inflict minor damage on villains. The foe's attack and movement speed is slowed, due to the chills caused by the cold blows. Damage: Minor. Recharge: Fast										
Ice Sword	Click	Foe	10.192	1.83	10	Character	—	Accuracy, Boost, (Damage, Boost, (EnduranceDiscount, Boost, (Slow, Boost, (Recharge, Boost	—	Melee, Moderate DMG (Cold/Lethal), Foe -Recharge, -SPD
You create a blade of solid ice that deals above average damage. Being hit by this ice sword will slow a target's movement and attack speed, due to the intense chill. Damage: Moderate. Recharge: Moderate										
Chilling Embrace	Toggle	Foe	0.1625	0.73	2	Sphere	10	EnduranceDiscount, Boost, (Slow, Boost, (Recharge, Boost	—	Toggle PBAOE, Foe -Recharge, Speed, -DMG
While active, you dramatically lower the temperature around yourself, slowing the attack rate of all nearby foes, as well as their movement speed and damage. Recharge: Very Fast										
Build Up	Click	Caster	5.2	1.17	90	Character	—	EnduranceDiscount, Boost, (Recharge, Boost, (Buff, To Hit, Boost	—	Self +DMG, +ACC
Greatly boosts your attacks for a few seconds. Slightly increases Accuracy. Recharge: Long										
Ice Patch	Click	Caster	10.4	2.03	35	Character	—	Recharge, Boost, (EnduranceDiscount, Boost	—	Location (PBAOE), Foe Knockdown
You emanate a patch of ice around you, which causes foes that step onto it to slip and fall down. This effect lasts until the ice melts. You must be near the ground to activate this power. Recharge: Slow										
Shiver	Click	Foe	10.4	2.17	12	Cone	60	Accuracy, Boost, (Recharge, Boost, (EnduranceDiscount, Boost, (Range, Boost, (Slow, Boost	—	Ranged (Cone), Foe -SPD, -Recharge
You can blast forth a wide cone of chilling air that dramatically slows the movement and attack rate of nearby foes. Recharge: Slow										
Freezing Touch	Click	Foe	10.192	1	10	Character	—	Accuracy, Boost, (Damage, Boost, (Recharge, Boost, (EnduranceDiscount, Boost, (Hold, Boost	—	Melee, Minor DMG (Cold), Foe Hold
This Freezing Touch will encase a single foe in a block of ice. This will deal minor damage as well as freezing him in his tracks, leaving him cold and helpless. Damage: Minor. Recharge: Slow										
Frozen Aura	Click	Foe	13	2.1	20	Sphere	10	Accuracy, Boost, (Sleep, Boost, (Recharge, Boost, (EnduranceDiscount, Boost	—	Melee AoE, Foe Sleep
Your mastery of cold enables you to dramatically lower the temperature immediately around you. Foes near you when you perform a Frozen Aura will be caught in a fragile casing of ice. Frozen foes will break free if attacked. Frozen Aura deals no significant damage. Recharge: Slow										

## BLASTER ANCILLARY POWER TABLES

### COLD MASTERY

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Snow Storm	Toggle	Foe	0.325	2.03	20	Sphere	25	10	Endurance/Discount, Boost, Ice/Recharge, Boost, iSlow, Boost	Toggle, Ranged (Targeted AoE), Foe, Speed, -Recharge
While active, the chill from this Snow Storm can dramatically slow the attack and movement speed of the target and all nearby foes. Recharge: Slow										
Flash Freeze	Click	Foe	19.5	2.37	90	Sphere	25	10	Accuracy, Boost, iDamage, Boost, iRecharge, Boost, iEndurance/Discount, Boost, iRange, Boost, iSleep, Boost	Ranged (Targeted AoE), Minor DMG/Cold/Lethal, Foe, Sleep
You can Flash Freeze a large patch of ground beneath a targeted foe. Instantly forming dozens of deadly ice shards that do Cold damage to all enemies in the area. The victims are left trapped within the ticks, but can break free if disturbed. Only targets near the ground can be affected. Damage: Minor, Recharge: Slow										
Frozen Armor	Toggle	Caster	0.1625	0.73	2	Character	—	—	Endurance/Discount, Boost, iRecharge, Boost, iBuff, Defense, Boost, iRes, Damage, Boost	Self, -iDef/iSmash, Lethal, -iRes (Cold)
While this power is active, you coat yourself in rock hard Frozen Armor. The hardness of the Frozen Armor offers good defense to Smashing and Lethal attack as well as reduces Cold damage. Also, Fire attacks deal slightly less damage. You must have Snow Storm or Flash Freeze before selecting this power. Recharge: Very Fast										
Hibernate	Toggle	Caster	0.1625	0.07	240	Character	—	—	Endurance/Discount, Boost, iHeal, Boost, iRecharge, Boost, iRecovery, Boost	Toggle, Self, -iRegeneration, -iRecovery, iInvulnerable, Foe, Hold
When you activate this power, you encase yourself in a block of solid ice, making yourself invulnerable, though you are frozen solid and cannot act. While hibernating within this block of ice, you heal damage and recover Endurance at an incredible rate. You can emerge at will by deactivating the power, but you cannot Hibernate for more than 30 seconds. If you activate this power while in the air, you will fall. You must have two other Cold Mastery Powers before selecting this power. Recharge: Long										

### ELECTRICAL MASTERY

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Static Discharge	Click	Foe	14.82	2.17	12	Cone	40	10	Accuracy, Boost, iDamage, Boost, iRecharge, Boost, iEndurance/Discount, Boost, iEndurance, Drain, Boost, iRange, Boost	Ranged (Cone), Moderate DMG/Energy, -END
Discharges a cone of Static Electricity that deals damage and drains Endurance from all affected foes in the area. Damage: Moderate, Recharge: Slow										
Shocking Bolt	Click	Foe	10.66	2	16	Character	—	—	Accuracy, Boost, iRecharge, Boost, iEndurance/Discount, Boost, iRange, Boost, iEndurance, Drain, Boost, iHold, Boost, iDamage, Boost	Ranged, Minor DoT/Energy, Foe, Hold, -END
Holds a distant foe by Shocking him with electricity. The seized target is left writhing in agony and is unable to defend himself. Shocking Bolt also drains a some Endurance from the target over time. Damage: Minor DoT, Recharge: Moderate										
Charged Armor	Toggle	Caster	0.1625	0.67	2	Character	—	—	Endurance/Discount, Boost, iRecharge, Boost, iRes, Damage, Boost	Toggle, Self, -iRes/Smash, Lethal, Energy
When you toggle on this power, you are surrounded in a charged field that makes you highly resistant to Smashing, Lethal and Energy damage. You must have Static Discharge or Shocking Bolt before selecting this power. Recharge: Fast										
EM Pulse	Click	Foe	26	2.93	800	Sphere	40	16	Accuracy, Boost, iRecharge, Boost, iEndurance/Discount, Boost, iStunned, Boost, iEndurance, Drain, Boost	PlAoe, Foe, Disorient, -END, -iRegen, Special vs. Robots, Self, Recovery
You can unleash a massive pulse of electromagnetic energy. This EMP can affect machines, and is even powerful enough to affect synaptic brain patterns. It will drain the Endurance, and HP Regeneration of all affected targets and leave them incapacitate and Disoriented for a while. Additionally, most machines and robots will take moderate high damage. However, this power uses a lot of Endurance and leaves you unable to recover Endurance for a while. You must have two other Electrical Mastery Powers before selecting this power. Recharge: Very Long										



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### FORCE MASTERY

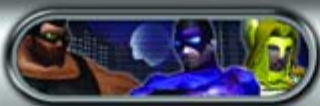
POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Personal Force Field	Toggle	Caster	0.1625	2.03	30	Character	—	—	Recharge_Boost, KEnduranceDiscount_Boost, KDuffi_Defense_Boost	Toggle: Self +Def, Res(All) -ACC
The Personal Force Field is almost impenetrable to all attacks, even Psionics, although attacks from more powerful foes may get through more easily. Personal Force Field will also reduce the damage of any attacks that do get through. The Personal Force Field works both ways; while it's active, you can only use powers that affect yourself. Cannot be used with Rest. Recharge: Slow										
Repulsion Field	Toggle	Foe	0.4875	2.03	40	Sphere	7	—	Recharge_Boost, KEnduranceDiscount_Boost, KKnockback_Boost	Toggle: PBAde KKnockback
This Toggle power creates a field that violently repels nearby foes. Each villain that is repelled costs you additional Endurance. Recharge: Slow										
Temp Invulnerability	Toggle	Caster	0.1625	0.67	2	Character	—	—	EnduranceDiscount_Boost, KRecharge_Boost, KRes_Damage_Boost	Toggle: Self +Res(Smash, Lethal)
When you toggle on this power, you become highly resistant to Smashing and Lethal damage. You must have Personal Force Field or Repulsion Field before selecting this power. Recharge: Fast										
Force of Nature	Click	Caster	3.25	3.1	1000	Character	—	—	EnduranceDiscount_Boost, KRecharge_Boost, KRes_Damage_Boost, KRecovery_Boost	Self +Res(All DMG Out Psionics)
When you activate this power, you become highly resistant to all damage types except psionics. Your Endurance recovery is also increased. Force of Nature costs little Endurance to activate, but when it wears off, you are left exhausted, and drained of almost all Endurance, and unable to Recover Endurance for a short while. You must have two other Force Mastery Powers before selecting this power. Recharge: Very Long										

### FLAME MASTERY

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Bonfire	Click	Caster	16.25	3.07	120	Location	—	—	Recharge_Boost, KEnduranceDiscount_Boost, KRange_Boost, KDamage_Boost, KKnockback_Boost	Ranged (Location Aoe) Minor DMG(Fire), Foe Knockback
You can create a Bonfire that knocks back and burns any foes who try to pass through it. Recharge: Long										
Char	Click	Foe	10.66	1.07	16	Character	—	—	Accuracy_Boost, KRecharge_Boost, KEnduranceDiscount_Boost, KRange_Boost, KHold_Boost, KDamage_Boost	Ranged, Moderate DoT(Fire), Foe Hold
Incapacitates a distant foe by Charring him with smoldering soot and cinders. The target is left helpless, choking on the soot. Damage: Moderate(DoT). Recharge: Moderate										
Fire Shield	Toggle	Caster	0.1625	1.67	4	Character	—	—	EnduranceDiscount_Boost, KRecharge_Boost, KRes_Damage_Boost	Toggle: Self +Res(Fire, Lethal, Smash, Cold)
While this power is active, you get a good resistance to Lethal Smashing and Fire damage. Fire Shield also provides minimal resistance to Cold damage. You must have Bonfire or Char before selecting this power. Recharge: Very Fast										
Rise of the Phoenix	Click	Caster	0	4.33	300	Location	—	—	Head_Boost, KRecovery_Boost, KRecharge_Boost, KDamage_Boost, KStunned_Boost	Self Res, Special
If you are defeated, you can rise from the ashes. The fiery resurrection blasts nearby foes with an explosion and knocks them down. You will revive with about half of your Hit Points and Endurance. Rise of the Phoenix will actually leave you invulnerable for a brief time and protected from XP Debt for 20 seconds. You must have two other Flame Mastery Powers before selecting this power. Recharge: Very Long										

### MUNITIONS MASTERY

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Body Armor	Auto	Caster	0	0	0	Character	—	—	Res_Damage_Boost	Auto: Self +Res (Smash, Lethal)
You have Body Armor that will reduce all Smashing and Lethal damage. This power is always on, and costs no Endurance.										
Cryo Freeze Ray	Click	Foe	8.58	1.87	16	Character	—	—	Accuracy_Boost, KDamage_Boost, KRecharge_Boost, KEnduranceDiscount_Boost, KRange_Boost, KHold_Boost	Ranged, Minor DMG(Cold), Foe Hold
Although this weapon deals very little damage, the Cryo Freeze Ray encases your foe in a block of ice, holding him helpless in place for a while. Damage: Minor. Recharge: Moderate										
Sleep Grenade	Click	Foe	19.5	1.87	90	Sphere	15	10	Accuracy_Boost, KDamage_Boost, KRecharge_Boost, KEnduranceDiscount_Boost, KRange_Boost, KSleep_Boost	Ranged (Targeted Aoe) Minor DMG(Smash), Foe Sleep
Launches a Sleep Grenade at long range from beneath the barrel of your Assault Rifle. This small blast does minor smashing damage but affects all foes within the blast radius, and can knock them back. You must have Body Armor or Cryo Freeze Ray before selecting this power. Damage: Minor. Recharge: Slow										
LRM Rocket	Click	Foe	22.75	1.87	240	Sphere	20	16	Accuracy_Boost, KDamage_Boost, KRecharge_Boost, KEnduranceDiscount_Boost, KRange_Boost, KKnockback_Boost, KInterrupt_Boost	Sniper (Targeted Aoe) Superior DMG(Lethal/Smash), Foe Knockback
The LRM Rocket is a powerful piece of hardware. It is very accurate and has a very long range. The impressive round can knock down its target. Like most sniper attacks, you must take your time to aim, so this attack can be interrupted. You must have two other Munitions Mastery Powers before selecting this power. Damage: Superior. Recharge: Slow										



# **KHELDIANS**

## ***I BRING YOU PEACE— OR WAR!***

Reaching Level 50 for the first time unlocks two entirely new Archetypes: Peacebringer and Warshade. These two new, epic classes feature many distinct power sets and, on the whole, play like a whole new "super" class, generally easily outperforming the other, "lesser" Archetypes (considering the time it takes to hit Level 50 it is, after all, only fair).

Although we regaled you with the pros and cons of the other Archetypes, the Kheldians (the alien life forms that you bond with) are pretty much all pro and no con. They have powers that the normal Archetype can only dream of, and they wield them with extreme ferocity.

We're not going to provide sample builds for the Kheldians. Although debates rage on which of the two types reigns supreme, we just give you a general breakdown of how each type goes about its business.

### ***KHELDIAN POINTS OF INTEREST***

The key to Kheldians is their ability to shapeshift into their true forms (from that of a normal-looking human). The two forms resemble a squid (Nova form) of sorts and a lobster (Dwarf form). Some key things to bear in mind when dealing with Kheldian powers:

- Toggle and inherent powers do *not* carry over to their alien forms.
- Click powers do carry over, but only for one use; then you must return to human form and then back to Kheldian form to "reload" them.
- No epic powers for Kheldians. Sorry.

The great thing about Kheldians is that they receive massive boosts to their efficiency at various things when they are grouped with others.

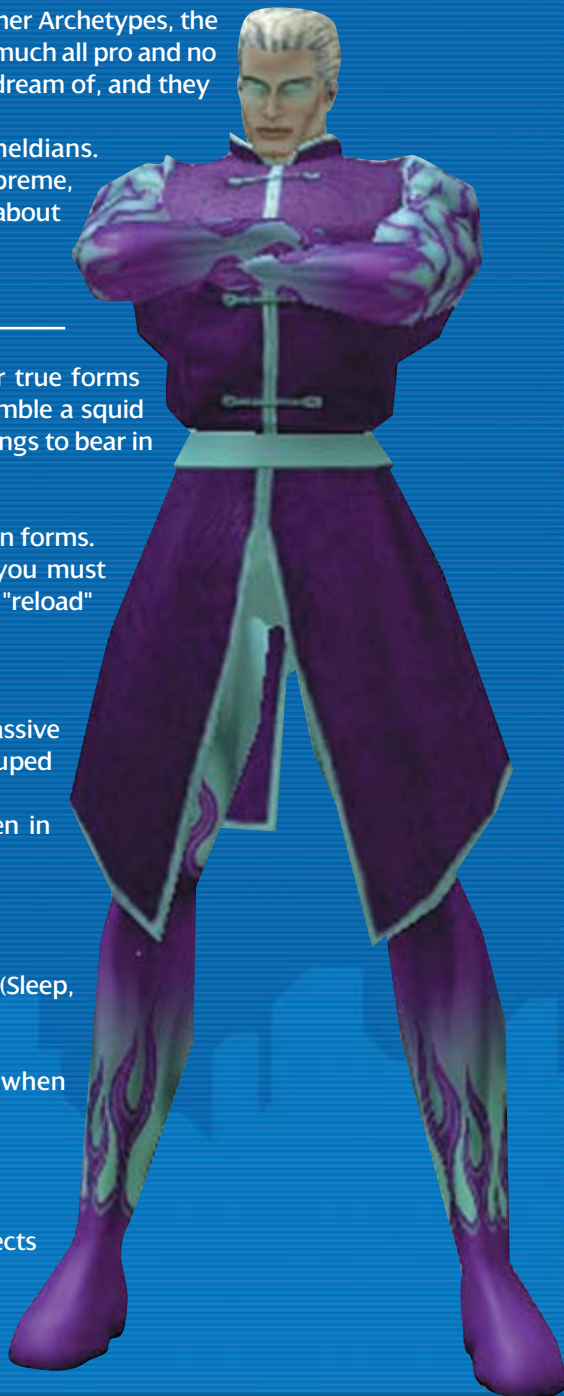
The Peacebringer will receive the following bonuses when in groups:

- From Defenders and Tankers: 20 percent damage boost
- From Blasters and Scrappers: 10 percent resist boost
- From Controllers: +2 percent protection from mez effects (Sleep, Hold, etc.)

Warshades will receive the following bonuses when in groups:

- From Scrappers and Blasters: 20 percent damage boost
- From Defenders and Tankers: 10 percent resist boost
- From Controllers: +2 percent protection from mez effects (Sleep, Hold, etc.)

The actual alien forms of Kheldians, of course, are where their most devastating powers and abilities reside due to various buffs that those forms provide.



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### NOTE

These boosts are only in effect when the Kheldian is in human form, and they are limited to a 100-yard range.

## PEACEBRINGER POWER SETS

### PRIMARY POWERS

### LUMINOUS BLAST

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	EW TYPES	POWER TYPE
Cleaving Bolt	Click	Foe	3.12	1	1.5	Character	—	—	Accuracy_Bolt, KDamage_Bolt, KDamageDiscount_Bolt, KRange_Boost, KRecharge_Boost, KDabuff_Defense_Boost	Ranged, Minor DMG/Energy, Foe-DEF
A very quick, but low damage bolt of Kheldian energy that can reduce a target's Defense. Damage: Minor, Recharge: Very Fast										
Gliming Eye	Click	Foe	5.2	1.67	4	Character	—	—	Accuracy_Bolt, KDamage_Boost, KDamageDiscount_Bolt, KRange_Boost, KRecharge_Boost, KDabuff_Defense_Boost	Ranged, Moderate DMG/Energy, Foe-DEF
You can emit a beam of Kheldian energy from your eyes, dealing moderate Energy damage and reducing a target's Defense. Damage: Moderate, Recharge: Fast										
Cleaving Blast	Click	Foe	8.528	1.67	8	Character	—	—	Accuracy_Bolt, KDamage_Boost, KDamageDiscount_Bolt, KRange_Boost, KRecharge_Boost, KDabuff_Defense_Boost	Ranged, High DMG/Energy, Foe-DEF, Knockback
A much more powerful, yet slower version of Cleaving Bolt. Cleaving Blast sends a focused blast of Kheldian energy at a foe that can knock him back and reduce his Defense. Damage: High, Recharge: Moderate										
Bright Nova	Toggle	Caster	0.13	2.03	0	Character	—	—	EnduranceDiscount_Boost, KDuff_Tohit_Boost, KRecovery_Boost, KSpeedflying_Boost	Toggle, Stageshift, Special
Kheldians are masters of energy and matter. A Peacebringer can transform into a flying energy beast known as a Bright Nova. When you choose this power, you will have access to 4 very powerful ranged attacks that can only be used while in this form. You will not be able to use any other powers while in Bright Nova form. Bright Nova can fly, has increased Accuracy, and improved Endurance Recovery, but has no defense. Recharge: Fast										
Radiant Smile	Click	Foe	10.192	1.07	10	Character	—	—	Accuracy_Boost, KDamage_Boost, KDamageDiscount_Boost, KRecharge_Boost, KDabuff_Defense_Boost	Melee, Superior DMG/Smash/Energy, Foe-DEF, Knockback, Fly
The Radiant Smile is a slow melee attack, but makes up for it with heavy damage. Radiant Smile releases Kheldian light on impact, which can knock back foes, bring down fliers, and reduce a target's Defense. Damage: Heavy, Recharge: Moderate										
Proton Scatter	Click	Foe	11.856	2.17	12	Cone	40	10	Accuracy_Boost, KDamage_Boost, KDamageDiscount_Boost, KRecharge_Boost, KDabuff_Defense_Boost, KRange_Boost	Ranged (Cone), Moderate DMG/Energy, Foe-DEF, Knockback
Proton Scatter sends bolts of Kheldian energy to multiple targets at once within a cone area in front of the caster. Proton Scatter deals moderate Energy damage to each affected target and reduces their Defense. Damage: Moderate, Recharge: Slow										
Build Up	Click	Caster	5.2	1.17	90	Character	—	—	EnduranceDiscount_Boost, KRecharge_Boost, KDuff_Tohit_Boost	Self-DMG, +ACC
Greatly increases the amount of damage you deal for a few seconds, as well as slightly increasing your Accuracy. Recharge: Slow										
Luminous Detonation	Click	Foe	15.184	1.67	16	Sphere	15	16	Accuracy_Boost, KDamage_Boost, KDamageDiscount_Boost, KRange_Boost, KRecharge_Boost, KDabuff_Defense_Boost	Ranged (Targeted AoE), Moderate DMG/Energy, Foe-DEF, Knockback
You hurl a large blast of Kheldian energy that violently explodes on impact, damaging all foes near the target, and reducing their Defense. Some affected targets may get knocked back. Damage: Moderate, Recharge: Slow										
Incandescent Strike	Click	Foe	18.512	3.3	20	Character	—	—	Accuracy_Boost, KDamage_Boost, KDamageDiscount_Boost, KRecharge_Boost, KDabuff_Defense_Boost, KDuff_Tohit_Boost	Melee, Extreme DMG/Energy/Smash, Foe-DEF, Fly, Hold
Incandescent Strike is an absolutely devastating melee attack that focuses all of the Kheldian's energy and strength into a single massive blow. This slow but incredibly devastating attack can knock out most opponents, leaving them held. Incandescent Strike can also bring down fliers, knock down foes, and reduce their Defense. Damage: Extreme, Recharge: Long										
Pulsar	Click	Foe	15.6	3	45	Sphere	20	10	Accuracy_Boost, KRecharge_Boost, KDamageDiscount_Boost, KStunned_Boost	PBAC, Foe Disorient
Generates a brilliant pulse of Kheldian light around you that stuns nearby foes. Affected foes are disoriented and unable to defend themselves. Recharge: Very Long										
Glowing Touch	Click	Friend	13	2.27	4	Character	—	—	EnduranceDiscount_Boost, KHeal_Boost, KRange_Boost, KRecharge_Boost	Ally Heal
Heals a single targeted ally at moderate range. You cannot use this power to heal yourself. Recharge: Fast										
Solar Flare	Click	Foe	18.512	2.1	20	Sphere	15	10	Accuracy_Boost, KDamage_Boost, KDamageDiscount_Boost, KRecharge_Boost, KDabuff_Defense_Boost	PBAC, Melee, High DMG/Energy, Foe-DEF, Knockback
You channel the might of your Kheldian energy into the very Earth itself. The ground erupts and cracks with luminous energy, blasting all nearby foes, knocking them back and reducing their Defense. Damage: High, Recharge: Slow										



# LUMINOUS AURA

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX #OF TARGETS	ENH TYPES	POWER TYPE
Inardescence Khedions have a natural mlti resistance to Energy and Negative Energy damage. This Auto power is always on and costs no Endurance.	Auto	Caster	0	0	0	Character	—	—	Res. Damage Boost	Auto Self + Res (Energy, Negative)
Shining Shield When you toggle on your Shining Shield, you create an energy barrier that grants you high resistance to Smashing and Lethal damage. Recharge: Fast	Toggle	Caster	0.13	0.67	2	Character	—	—	EnduranceDiscount Boost, Mechance Boost, lkes Damage Boost	Toggle Self +ResSmash, Lethal
Essence Boost You can activate this power to increase your maximum Hit Points for a short time. Essence Boost also grants you resistance to Toxic Damage. Recharge: Very Long	Click	Caster	10.4	0.73	360	Character	—	—	EnduranceDiscount Boost, Mechance Boost, lkeal Boost, lkies Damage Boost	Self Heal +Max HP, Res (Toxic)
Thermal Shield When you toggle on Thermal Shield, you emit tendrils of Medlan energy that give you resistance to Fire and Cold damage. Recharge: Fast	Toggle	Caster	0.13	0.67	2	Character	—	—	EnduranceDiscount Boost, Mechance Boost, lkies Damage Boost	Toggle Self +ResFire, Cold
Quantum Shield When you toggle on Quantum Shield, you become highly resistant to Enever and Negative damage. Recharge: Fast	Toggle	Caster	0.13	0.73	2	Character	—	—	EnduranceDiscount Boost, Mechance Boost, lkies Damage Boost	Toggle Self +ResEnergy, Negative

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#### UMBRAL BLAST

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Shadow Bolt	Click	Foe	3.12	1	1.5	Character	—	—	Accuracy_Beast, kDamage_Boost, kEnduranceDiscount_Boost, kRange_Boost, kRecharge_Boost, kSlow_Boost	Ranged, Minor DMG(Negative), Foe-Recharge, SPD
A very quick, but low damage attack that can lower your target's attack rate and movement speed. Damage: Minor. Recharge: Very Fast										
Ebon Eye	Click	Foe	5.2	1.67	4	Character	—	—	Accuracy_Beast, kDamage_Boost, kEnduranceDiscount_Boost, kRange_Boost, kRecharge_Boost, kSlow_Boost	Ranged, Moderate DMG(Negative), Foe-Recharge, SPD
You can emit a beam of dark energy from your eyes, dealing moderate Negative Energy damage. Ebon Eye can also slow your target's attack rate and movement speed. Damage: Moderate. Recharge: Fast										
Gravimetric Stare	Click	Foe	7.8	1.67	4	Character	—	—	Accuracy_Beast, kDamage_Boost, kEnduranceDiscount_Boost, kRange_Boost, kRecharge_Boost, kSlow_Boost, kImmobilized_Boost	Ranged, Moderate DOT(Negative Smash), Foe-Immobilize, -Recharge, SPD
You can hurl Gravimetric fibers to snare your foes. Gravimetric Stare can immobilize a single target and crush him. The target's attack rate and movement speed are also slowed, even if he resists the immobilization effect. Damage: Moderate. Recharge: Fast										
Dark Nova	Toggle	Caster	0.13	2.03	0	Character	—	—	EnduranceDiscount_Boost, kBuff_Tidbit_Boost, kSpeedFlying_Boost	Toggle-Shapes/Hit, Special
Khedians are masters of energy and matter. A Warshade can transform into a flying energy beast known as a Dark Nova. When you choose this power, you will have access to 4 very powerful ranged attacks that can only be used while in this form. You will not be able to use any other powers while in Dark Nova form. Dark Nova can fly, has increased Accuracy, and improved Endurance Recovery but has no defense. Recharge: Fast										
Shadow Blast	Click	Foe	8.528	1.67	8	Character	—	—	Accuracy_Beast, kDamage_Boost, kEnduranceDiscount_Boost, kRange_Boost, kRecharge_Boost, kKnockback_Boost, kSlow_Boost	Ranged, Moderate DMG(Negative), Foe-Knockback, -Recharge, SPD
A much more powerful, yet slower version of Shadow Bolt. Shadow Blast sends focused negative Nctus energy at a foe. This attack can knock down foes and will leave the target's attack rate and movement speed slowed. Damage: Moderate. Recharge: Moderate										
Starless Step	Click	Foe	15	1.93	20	Character	—	—	Recharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kInterrupt_Boost, kAccuracy_Boost	Ranged, Teleport-Foe
You can teleport a single foe through a dark matter wormhole directly next to you. A successful hit must be made in order to teleport the target, and some powerful foes cannot be teleported. This power can be interrupted.										
Sunless Mire	Click	Foe	15.6	2.37	120	Sphere	15	10	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kSlow_Boost	PBAOE, Moderate DMG(Negative), Foe-Recharge, SPD, Self+DMG, +ACC
Sunless Mire can drain the essence of all nearby foes, thus increasing your own strength. Each affected foe will lose some Hit Points and add to your Damage and Accuracy. Damage: Moderate. Recharge: Very Long										
Dark Matter Denotation	Click	Foe	15.184	1.67	16	Sphere	15	16	Accuracy_Boost, kDamage_Boost, kEnduranceDiscount_Boost, kRange_Boost, kRecharge_Boost, kSlow_Boost, kKnockback_Boost	Ranged (Targeted AOE), Moderate DMG(Negative), Foe-Knockback, -Recharge, SPD
You hurl a blast of Dark Matter that violently explodes on impact, damaging all foes near the target. All affected targets' have their attack rate and movement speed slowed. Some foes may be knocked down. Damage: Moderate. Recharge: Slow										
Gravity Well	Click	Foe	18.512	2.07	20	Character	—	—	Accuracy_Boost, kDamage_Boost, kEnduranceDiscount_Boost, kRecharge_Boost, kSlow_Boost, kHold_Boost	Melee, Superior DMG(Negative), Foe-Immobilize, -Recharge, SPD
Mastery over the forces of gravity and dark matter allows you to capture a single foe and crush him in a Gravity Well. The target is held helpless, while he is crushed by the massive gravitational forces. The target's attack rate and movement speed are also slowed, even if he resists the Hold effect. Damage: Superior(DOT), Recharge: Slow										
Essence Drain	Click	Foe	15.6	1.93	15	Character	—	—	Accuracy_Boost, kDamage_Boost, kEnduranceDiscount_Boost, kRecharge_Boost, kSlow_Boost, kHeal_Boost	Melee, Moderate DMG(Negative), Foe-Recharge, SPD, Self+HP
You tap the primal forces of your Nctus power to create an Essence Draining conduit between a foe and yourself. This will transfer Hit Points from your enemy to you. Foes drained in this manner have their attack rate and movement speed reduced. Damage: Moderate. Recharge: Slow										
Gravitic Emanation	Click	Foe	14.352	1	45	Cone	40	10	Accuracy_Boost, kDamage_Boost, kEnduranceDiscount_Boost, kRecharge_Boost, kSlow_Boost, kKnockback_Boost, kStunned_Boost, kRange_Boost	Ranged (Cone), Minor DMG(Negative), Foe-Disorient, Knockback, -Recharge, SPD
Gravitic Emanation sends bolts of dark Nctus energy to multiple targets within a cone area in front of the caster. Gravitic Emanation deals only minor Negative Energy damage to each affected foe, but knocks them back, leaving them Disoriented and with reduced attack rate and movement speed. Damage: Minor. Recharge: Slow										
Urchain Essence	Click	Foe	26	3.17	240	Sphere	20	16	Accuracy_Boost, kDamage_Boost, kEnduranceDiscount_Boost, kRange_Boost, kStunned_Boost, kKnockback_Boost	Ranged (Targeted AOE Special), Superior DMG(Negative), Foe-Disorient, Knockback, -Recharge, SPD
The Warshade can release the energy of a defeated foe and cause a massive Negative Energy explosion that can devastate any remaining foes. This power can only be activated by targeting a defeated foe. Damage: Superior. Recharge: Very Long										
Dark Extraction	Click	Dead/Foe	26	3.20	240	Character	—	—	Recharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kAccuracy_Boost, kDamage_Boost, kSlow_Boost	Summon Essence: Ranged Moderate DMG(Negative)
Defeated foes are ripe for the picking. A Warshade can extract the essence from a defeated villain and infuse it with Nctus energy. The extracted energy is an echo of the target's life force, and although it is not sentient, the infused Nctus energy does give it a rudimentary spark of life. Eventually, the extracted entity will fade away into nothingness. Recharge: Very Long										

## UMBRAL BLAST CONT.

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Quasar	Click	Foe	20.8	3	360	Sphere	25	16	Accuracy_Boost, iDamage_Boost, iRecharge_Boost, iKnockback_Boost, iSlow_Boost	PBAOE, Extreme DMG (Negative), Foe-Recharge, SPD, Knockback, Self-Recovery

You can explode in a tremendous blast of Negative Energy, sending nearby foes flying. The Quasar deals massive damage to all nearby foes, although the damage does vary. Affected foes will be knocked down and their attack rate and movement speed will be slowed. Activating this power leaves you drained of Endurance, and unable to recover any Endurance for a while. Damage: Extreme. Recharge: Very Long

## SECONDARY POWERS

### UMBRAL AURA

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Absorption	Auto	Caster	0	0	0	Character	—	—	Res, Damage_Boost	Auto, Self-Res (Energy, Negative)
Khedions have a natural mild resistance to Energy and Negative Energy damage. This Auto power is always on and costs no Endurance.										
Gravity Shield	Toggle	Caster	0.13	0.67	2	Character	—	—	EnduranceDiscount_Boost, iRecharge_Boost, iRes, Damage_Boost	Toggle-Self-Res (Smash, Lethal)
When you toggle on Gravity Shield, you become highly resistant to Smashing and lethal damage, deflecting away such physical attacks. Recharge: Fast										
Orbiting Death	Toggle	Foe	1.56	1.17	4	Sphere	20	10	Accuracy_Boost, iRecharge_Boost, iEnduranceDiscount_Boost, iDamage_Boost	Toggle-PBAOE (Minor DOT) (Negative)
You surround yourself with orbiting particles and dark matter that will continually cause Negative Energy damage to any nearby foes. Damage: Minor (DOT). Recharge: Fast										
Penumbra Shield	Toggle	Caster	0.13	0.67	2	Character	—	—	EnduranceDiscount_Boost, iRecharge_Boost, iRes, Damage_Boost	Toggle-Self-Res (Fire, Cold, Toxic)
When you toggle on Penumbra Shield, you become highly resistant to Fire, Cold, and Toxic damage. Recharge: Fast										
Shadow Cloak	Toggle	Caster	0.13	1.17	20	Character	—	—	EnduranceDiscount_Boost, iRecharge_Boost, iBuff, Defense_Boost	Toggle-Self Stealth, +DEF, +Perception, Res (Immobilize)
You surround yourself with shadow particles that bend the light around you, making you difficult to spot at a distance. You can be seen only at close range, or if you attack a target. Even if seen, the Shadow Cloak grants you a bonus to Defense and some protection from Immobilization. Shadow Cloak also allows you to see things in a new light, allowing you to better see stealthy foes. Unlike some stealth powers, Cloak of Darkness has no movement penalty. Cloak of Darkness will not work with any other form of Concealment power such as Shadow Fall or Steamy Mist. Recharge: Slow										
Twilight Shield	Toggle	Caster	0.13	0.73	2	Character	—	—	EnduranceDiscount_Boost, iRecharge_Boost, iRes, Damage_Boost	Toggle-Self-Res (Energy, Negative)
When you toggle on Twilight Shield, you become highly resistant to Energy and Negative Energy damage. Recharge: Fast										
Black Dwarf	Toggle	Caster	0.13	2.03	0	Character	—	—	EnduranceDiscount_Boost, iRes, Damage_Boost, iRecovery_Boost, iJump_Boost	Toggle-ShapeShift, Special
Khedions are masters of energy and matter. A Warshade can transform into a massive unstoppable essence draining beast known as a Black Dwarf. When you choose this power, you will have access to 6 other powers that can only be used while in this form. You will not be able to use any other powers while in Black Dwarf form. Black Dwarf has awesome resistance to all damage except Psionics, as well as controlling effects. Black Dwarf also has improved HP and Endurance Recovery, but is limited to melee attacks. Recharge: Fast										
Sylvian Circle	Click	Dead Foe	15.6	1.17	30	Sphere	20	10	EnduranceDiscount_Boost, iRecharge_Boost, iHeal_Boost, iRecovery_Boost	PBAOE Self-HP (Special), +End
You can tap into your victim's power to drain the remaining essence of all nearby defeated foes to heal your self, and recover Endurance. The more defeated foes affected, the more you will be healed. Additionally, the more powerful the defeated foes you drain, the more health you will recover. Recharge: Slow										
Nebulous Form	Toggle	Caster	1.3	3.00	60	Character	—	—	EnduranceDiscount_Boost, iRecharge_Boost, iJump_Boost	Toggle-Self Intangible
You can Phase Shift to become out of sync with normal space. Although you do not become completely invisible, you are translucent and hard to see. You are intangible, and cannot affect or be affected by those in normal space. Even gravity has a weak hold on you. You can jump great distances while in Nebulous Form. Although this power is a toggle, you cannot remain in Nebulous Form for more than 60 seconds, even if you still have Endurance. Cannot be used with Rest.										
Inky Aspect	Toggle	Foe	0.156	1.17	8	Sphere	8	10	Accuracy_Boost, iRecharge_Boost, iEnduranceDiscount_Boost, iDamage_Boost, iStunned_Boost	PBAOE, Foe Disorient, Self-HP
Inky Aspect allows you to sacrifice some of your own Hit Points to keep enemies near you Disoriented and unable to use any powers. Endurance cost for this is minimal, but the power can be dangerous to use. Recharge: Moderate										





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POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH. TYPES	POWER TYPE
 Shygan Return	Click	Foe	0	1.17	300	Sphere	25	10	Recharge_Boost, KHeal_Boost, KDamage_Boost	Self Rez, Special
Should you fall in battle, your Shygan Return can drain the life force of all foes around you to bring yourself back from the brink of death. The more HP Points and Endurance are restored to you. Shygan Return will actually leave you invulnerable for a brief time, and protected from XP Debt for 20 seconds. There must be at least one foe nearby to fuel the Transfer and revive yourself. Damage: Moderate; Recharge: Very Long										
 Eclipse	Click	Foe	0.52	1.03	300	Sphere	15	16	Accuracy_Boost, Recharge_Boost, Recovery_Boost, KHeal_Boost, KDamage_Boost	Melee AoE, Foe -END, -Recovery; Self -End, + Res (All DMG)
The dark Miasma power allows you to tap the essence of your foe's soul and transfer it to yourself. This will drain the Endurance of all nearby enemies and add to your own. It will also increase your resistance to all damage. The more foes affected, the more Endurance and Damage Resistance you will gain. Affected foes are unable to recover Endurance for a short while. Recharge: Very Long										





## POWER POOLS

### CONCEALMENT

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Stealth	Toggle	Caster	0.1625	0.73	20	Character	—	—	Recharge_Boost, kEnduranceDiscount_Boost, kBuff_Defense_Boost	Toggle: Self Stealth, +DEF(All)
You blend into your environment and can only be seen at very close range. Even if discovered, you are hard to see and have a bonus to Defense to all attacks. If, however, you attack while using this power, you will be discovered and will lose your Stealth and some of your Defense bonus. While Stealthy, your movement is Slowed. Stealth will not work with any other form of Concealment power such as Shadow Fall or Steamy Mist. Very low Endurance cost.										
Grant Invisibility	Click	Teammate	15.6	1.17	3	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kBuff_Defense_Boost, kRange_Boost	Ranged, Teammate Stealth, +DEF(All)
Grants a targeted teammate Invisibility. The Invisibility lasts about 2 minutes. While your ally is Invisible, he probably will not be detected unless he attacks a target. If he attacks, he is still hard to see and maintains some bonus to Defense to all attacks. This power works with other Concealment related powers.										
Invisibility	Toggle	Caster	0.65	0.73	20	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kBuff_Defense_Boost	Toggle: Self Stealth, +DEF(All)
You can bend light around yourself to become Invisible. While this power is active, you are almost impossible to detect. While Invisible, you cannot attack and can only use powers that affect yourself, however, you do have a Defense to all attacks. You must be at least level 14 and have Stealth or Grant Invisibility before selecting Invisibility. This power will not work with other self affecting Concealment related powers such as Stealth or Shadow Fall.										
Phase Shift	Toggle	Caster	0.325	3.00	180	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost	Toggle: Self Intangible
You can Phase Shift to become out of sync with normal space. Although you do not become completely Invisible, you are translucent and hard to see. You are intangible, and cannot affect or be affected by those in normal space. Although this power is a toggle, you cannot remain Phase Shifted for more than 30 seconds, even if you still have Endurance. Cannot be used with Rest. You must be at least level 20 and have two other Concealment Powers before selecting Phase Shift.										

### FLIGHT

Hover	Toggle	Caster	0.0975	0	0	Character	—	—	EnduranceDiscount_Boost, kBuff_Defense_Boost, kSpeedFlying_Boost	Toggle: Self Fly, +DEF(All)
For hovering and aerial combat. This power is much slower than Fly, but provides some Defense to all attacks, offers good air control, costs little Endurance, and has none of the penalties associated with Fly. Switch to this mode when fighting other flying foes.										
Air Superiority	Click	Foe	6.5	1.5	4	Character	—	—	Accuracy_Boost, kDamage_Boost, kEnduranceDiscount_Boost, kRecharge_Boost	Melee, Moderate DMG(Smash), Foe-Fly
This two-handed overhead melee attack can knock a flying target to the ground.										
Fly	Toggle	Caster	1	0	0	Character	—	—	EnduranceDiscount_Boost, kSpeedFlying_Boost	Toggle: Self Fly
Fly allows you to travel large distances quickly. If you attack a target while this power is on, your flight speed will be temporarily reduced to Hover speed. Your top Flight speed increases with your Level. You must be at least level 14 and have Hover or Air Superiority before selecting Fly.										
Group Fly	Toggle	Teammate, kCaster	1	2.03	0	Sphere	60	—	EnduranceDiscount_Boost, kSpeedFlying_Boost	Toggle: Team Fly, -ACC
You can endow your nearby teammates with Flight. Be mindful! Your friends will fall if you run out of Endurance or if they travel too far away from you. Group Fly travel speed is slower than Fly. Flying allies suffer from reduced Accuracy. You must be at least level 20 and have two other Flight Powers before selecting Group Fly.										

### FIGHTING

Boxing	Click	Foe	4.42	1.07	2.5	Character	—	—	Accuracy_Boost, kDamage_Boost, kEnduranceDiscount_Boost, kRecharge_Boost, kUnnerved_Boost	Melee, Moderate DMG(Smash), Foe Disorient
A decent punch that has a small chance to Disorient foes.										
Kick	Click	Foe	4.94	1.83	3	Character	—	—	Accuracy_Boost, kDamage_Boost, kEnduranceDiscount_Boost, kRecharge_Boost, kKnockback_Boost	Melee, Moderate DMG(Smash), Foe Knockback
A modest kicking attack that has a small chance to knock opponents down.										
Tough	Toggle	Caster	0.1625	3.10	10	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kRes_Damage_Boost	Toggle: Self +Res(Smash/Lethal)
While active, you are tough and slightly resistant to Smashing and Lethal damage. You must be at least level 14 and have Boxing or Kick before selecting Tough.										
Weave	Toggle	Caster	0.1625	0.67	10	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kBuff_Defense_Boost	Toggle: Self +DEF(All), Res(Immobilize)
While active, you bob and weave, increasing your Defense to all attacks, as well as your resistance to Immobilize. You must be at least level 20 and have two other Fighting Powers before selecting Weave.										

### FITNESS

Swift	Auto	Caster	0	0	0	Character	—	—	SpeedRunning_Boost	Auto: Self +SPD
You can naturally run slightly faster than normal. This ability is always on and does not cost any Endurance.										
Hurdle	Auto	Caster	0	0	0	Character	—	—	Jump_Boost	Auto: Self +Leap
You can naturally jump higher than normal. This ability is always on and does not cost any Endurance.										
Health	Auto	Caster	0	0	—	Character	—	—	Heal_Boost	Auto: Self +Regeneration, Res(Sleep)
You heal slightly faster than a normal person. Your improved Health also grants you resistance to Sleep. This ability is always on and does not cost any Endurance. You must be at least level 14 and have Swift or Hurdle before selecting Health.										
Stamina	Auto	Caster	0	0	—	Character	—	—	Recovery_Boost	Auto: Self +Recovery
You recover Endurance slightly more quickly than normal. This ability is always on and does not cost any Endurance. You must be at least level 20 and have two other Fitness Powers before selecting Stamina.										

### LEADERSHIP

Maneuvers	Toggle	Teammate, kCaster	0.195	3.67	15	Sphere	60	—	EnduranceDiscount_Boost, kRecharge_Boost, kBuff_Defense_Boost	PBAOE, Team +DEF(All)
A good leader knows how to protect his team. While active, this power increases the Defense of yourself and all nearby teammates to all attacks.										
Assault	Toggle	Teammate, kCaster	0.195	3.67	15	Sphere	60	—	EnduranceDiscount_Boost, kRecharge_Boost	PBAOE, Team +DMG, Res(Taunt, Placate)
While this power is active, you and your nearby teammates deal more damage and are resistant to Taunt and Placate.										
Tactics	Toggle	Teammate, kCaster	0.195	3.67	15	Sphere	60	—	EnduranceDiscount_Boost, kRecharge_Boost, kBuff_ToHit_Boost	PBAOE, Team +ACC, Res(Confuse, Fear), +Perception
While this power is active, your Accuracy and that of all your nearby teammates' is increased. Your advanced Tactics also protect you and your team from Confuse and Fear effects, as well as your Perception so you can detect Stealthy foes. You must be at least level 14 and have Defense or Assault before selecting Tactics.										
Vengeance	Click	Teammate, kCaster	0	1.17	300	Sphere	100	—	Buff_ToHit_Boost, kBuff_Defense_Boost, kRange_Boost, kHeal_Boost	Ranged (Targeted AoE), Teammates +DMG, +ACC, +DEF(All), Res(Effects)
The loss of a comrade enrages the team. When a teammate is defeated in combat, activate this power to grant you and your teammates a bonus to Accuracy, Damage and Defense to all attacks. A Vengeful team has no fear, and Vengeance protects you and your Teammates from Fear effects. Vengeance also give you and your team great resistance to Sleep, Hold, Disorient, Immobilize, Confuse, Taunt, Placate and Knockback. You must be at least level 20 and have two other Leadership Powers before selecting Vengeance.										

### LEAPING

Jump Kick	Click	Foe	5.46	3	2.8	Character	—	—	Accuracy_Boost, kDamage_Boost, kEnduranceDiscount_Boost, kRecharge_Boost, kKnockback_Boost	Melee, Moderate DMG(Smash), Foe Knockback
A good jumping kick attack that may knock foes back. Good if you are looking for another attack power.										
Combat Jumping	Toggle	Caster	0.0325	0	0	Character	—	—	EnduranceDiscount_Boost, kJump_Boost, kBuff_Defense_Boost	Toggle: Self +Jump, +DEF(All), Res(Immobilization)
While active, Combat Jumping increases your Defense to all attacks, and adds resistance to Immobilization. Moderately increases your jump height and distance to melee and ranged attacks with good air control.										
Super Jump	Toggle	Caster	0.228	0	0	Character	—	—	EnduranceDiscount_Boost, kJump_Boost	Toggle: Self Long Jump
While this power is active, you can leap great distances and heights, easily jumping over buildings and from rooftop to rooftop! If you attack a target while this power is on, you will temporarily be reduced to a normal jump height. You must be at least level 14 and have Jump Kick or Combat Jumping before selecting Super Jump.										
Acrobatics	Toggle	Caster	0.260	0.67	10	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost	Toggle: Self +Res(Knockback, Hold)
While this power is active, you are very nimble and Acrobatic. You can avoid most Knockback effects and are resistant to Hold effects. You must be at least level 20 and have two other Leaping Powers before selecting Acrobatics.										

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Aid Other Heals a single targeted ally. This power is interruptible, so you shouldn't use this in combat.	Click	Friend	6.5	2.93	10	Character	—	—	EnduranceDiscount_Boost, kHeal_Boost, kRecharge_Boost, kInterrupt_Boost	Close, Ally Heal
Simulant Frees an ally from any Immobilization, Sleep, Disorient, Hold, Fear or Confuse effects and leaves them resistant to such effects for a brief time. Protection will improve with Multiple applications and as you advance in level. This power is interruptible and shouldn't be used in the heat of combat.	Click	Friend	13	2.93	10	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kInterrupt_Boost	Close, Ally Res(Disorient, Hold, Immobilize, Sleep, Fear, Confuse)
Aid Self Allows you to heal yourself. This hypo also leaves you wide awake, and resistant to Disorientation effects. This power is interruptible. You must be at least level 14 and have Aid Other or Stimulant before selecting Aid Self.	Click	Caster	13	3.33	20	Character	—	—	EnduranceDiscount_Boost, kHeal_Boost, kRecharge_Boost, kInterrupt_Boost	Self Heal, Res(Disorient)
Resuscitate Revives a fallen ally, leaving him with full Hit Points, but no Endurance. The Resuscitated target will be protected from XP Debt for 15 seconds. This power is interruptible. You must be at least level 20 and have two other Medicine Powers before selecting Resuscitate.	Click	DeadPlayer	32.5	3.33	180	Character	—	—	EnduranceDiscount_Boost, kHeal_Boost, kRecharge_Boost, kInterrupt_Boost	Close, Ally Rez
Challenge Challenges a foe to attack you. Use this to pull a foe off of an ally in trouble or away from a mob of foes. Not as effective as a typical Scrapper Confront and Challenge powers. An Accuracy check is required to successfully Challenge a target.	Click	Foe	0	2.67	3	Character	—	—	Accuracy_Boost, kRecharge_Boost, kRange_Boost, kTaunt_Boost	Ranged, Targeted Taunt
Provoke This power attracts the attention of a foe and all those around him. Use this to pull several enemies off of an ally in trouble. Not as effective as a typical Tanker Taunt powers. An Accuracy check is required to successfully Challenge a target.	Click	Foe	0	1.67	10	Sphere	15	5	Accuracy_Boost, kRecharge_Boost, kRange_Boost, kTaunt_Boost	Ranged (Targeted AoE), Foe Taunt
Intimidate You can threaten a single foe and cause him to helplessly tremble in Fear for a brief while. You must be at least level 14 and have Challenge or Provoke before selecting Intimidate.	Click	Foe	13	1.67	30	Character	—	—	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kFear_Boost, kRange_Boost	Ranged, Foe Fear
Invoke Panic This power causes sheer terror in all foes around you, causing them to tremble in Fear uncontrollably. You must be at least level 20 and have two other Presence Powers before selecting Invoke Panic.	Click	Foe	22.75	1.97	60	Sphere	15	10	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kFear_Boost	PBAoE, Foe Fear
Flurry Unleashes a super fast Flurry of punches to pummel your foe. Flurry is so dizzying that it has a chance to Disorient the target.	Click	Foe	5.46	3.07	3	Character	—	—	Accuracy_Boost, kDamage_Boost, kEnduranceDiscount_Boost, kRecharge_Boost, kStunned_Boost	Melee, Moderate DMG(Smash), Foe Disorient
Hasten You can reduce the recharge time of all powers for 2 minutes. Although Hasten does not cost any Endurance to activate, you can tire easily since your Endurance does not recover more rapidly. After Hasten wears off, you become tired and will lose some Endurance.	Click	Caster	0	0.73	450	Character	—	—	Recharge_Boost	Self + Recharge
Super Speed You can run at super-human speeds! While running at such speeds, you are a blur, and many foes will not even notice you as you speed past them. If you attack a target while this power is on, you will temporarily be slowed to normal speed. You must be at least level 14 and have Flurry or Hasten before selecting Super Speed.	Toggle	Caster	0.2275	0	0	Character	—	—	EnduranceDiscount_Boost, kSpeedRunning_Boost	Toggle: Self + Speed
Whirlwind You spin around at an amazing speed to create a Whirlwind around yourself. Any foes that enter this Whirlwind will be tossed into the air. You must be at least level 20 and have two other Speed Powers before selecting Whirlwind.	Toggle	Foe	0.4675	1.17	20	Sphere	5	—	Recharge_Boost, kEnduranceDiscount_Boost, kKnockback_Boost	Toggle: PBAoE, Foe Knockback
Recall Friend You can Teleport one of your teammates to yourself. The target must be a teammate and can be selected from the Team Window. You can also rescue a fallen teammate who may be in a hostile location, as long as he is on the same map. Range is not infinite, but extremely long and can be enhanced. This power can be interrupted.	Click	DeadOrAliveTeammate	15	1.93	6	Character	—	—	Recharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kInterrupt_Boost	Zone-Range: Teleport Teammate
Teleport Foe You can Teleport a single foe directly next to yourself. A successful hit must be made in order to Teleport the target, and some powerful foes cannot be Teleported. This power can be interrupted.	Click	Foe	15	1.93	20	Character	—	—	Recharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kInterrupt_Boost, kAccuracy_Boost	Ranged, Teleport Foe
Teleport You can Teleport long distances. Teleport has no recharge time, and can be reactivated without pause, as long as you have Endurance. You must be at least level 14 and have Recall Friend or Teleport Foe before selecting Teleport.	Click	Caster	13	1.67	0	Location	—	—	EnduranceDiscount_Boost, kRange_Boost	Ranged (Location), Self Teleport
Team Teleport Ranged (Location). Team Teleport you can Teleport yourself and your nearby teammates to a targeted location. Teammates must be in close proximity to you. Team Teleport costs slightly more Endurance than Teleport, but you can Teleport your entire team for no additional cost. You must be at least level 20 and have two other Teleportation Powers before selecting Team Teleport.	Click	DeadOrAliveTeammate, kCaster	20	1.67	0	Sphere	30	—	Recharge_Boost, kEnduranceDiscount_Boost, kRange_Boost	





# GROUP TACTICS



## TEAMING UP

Forming a team in *City of Heroes* could not be simpler. The lone Hero has two avenues for joining a teamup. One is to start a new team; the other is to advertise as a player available to groups already formed or currently forming.

To join a team, open up the "Team Window" by clicking on the "Team" tab on the Chat Window, pull the drop-down menu at the top of the Team Window, and select what type of Group you are looking for (i.e. "Looking for any," "Looking for patrol," "Looking for Missions," etc.). Selecting the appropriate option allows members of already formed teams (and solo players interested in teaming up) in all zones to see that you are in fact looking for a group to join. They can then send you an invitation from anywhere else on the server, so it's not necessary to be in the leader's presence to team up. If you are already the leader of a teamup and you'd like to recruit the help of a few more courageous Heroes, simply go to the same Team Window and choose "Find Member" to see the list of available Heroes.

As you play on a super team, the tactics you deploy are different from those of any other MOG. There are no "perfect" groups in *City of Heroes*. Each Archetype has its obvious benefits, but a group without a healer is not gimped, so worrying too much about that isn't productive. Obviously, a healer is nice to have, but it's not a requirement if you know how to work to each teammate's advantages. If you have a lot of range and no melee, a Defender with good knockback or knockdown powers will be as useful as a healer would be to melee Tankers. That same Defender would end up irritating melee Tankers in a different group, since they would have to chase the knocked-back foes around the map. Learning to play to the unique strengths of your

group's different powers will make all the difference and directly influence how many trips to the hospital you make.

Team leaders in CoH have some abilities that set them apart from the rest of the group and force them to actually lead. The leader of the team (the Hero with the Leadership Star) chooses which missions the group concentrates on and sets those missions as "Active" in the mission Team Window. Once a mission is active, all the members must do that mission until the leader either cancels it or sets another as active. Also, once missions are active, each group member will have a waypoint set for that mission. The only requirements are that the person who actually has the mission must be in the same zone as the leader in order for the leader to select it, and if a member is currently on a Door mission the leader must wait till that group member is finished or leaves the mission. Missions become more difficult while in a group, when compared to solo, since the mission gears itself up to accommodate the bigger group. This is great for the prepared team but can overwhelm the unprepared team and send everybody to the hospital. Knowing each others' roles, using team tactics, and playing toward your team's advantages is what teamwork is all about.

Teammates also have a few nice abilities at their disposal. As with many MOGs, the team roster allows you to watch your teammates' hit points and endurance, and target them easily for buffs and heals, instead of trying to click on them while they're in melee. Another important feature in CoH is the Assist command. Selecting the party's Tanker (to take the most common example) and hitting an attack button automatically targets whatever the Tanker is targeting, and you'll attack that. On that same note, as a healer, if you target the Tanker and attack, you'll attack the foe the Tanker is targeting, but if you activate a Heal or Buff it will heal or buff your





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teammate. This makes it extremely easy for the whole team to target the toughest enemies first, as well as giving the frontline fighters full control of the situation, if they know how to handle it.

## TEAM COMPOSITION

Once you have a team, everyone needs to identify their role in it. As mentioned before, CoH groups can be made of virtually any combination of Archetypes, so there's not necessarily a "healer" or a "mezzo" in every group. A group of eight Blasters is lethally effective, as is a group of four Tankers and four Defenders. This means it's possible to group with your friends, regardless of their Archetypes, and still have a very viable chance of succeeding.

That said, there are a few configurations that tend to work better.

If possible, try to have an Invulnerable or Stone Tanker, preferably one with the "Taunt" power. This provides optimal melee crowd control.

Almost any Controller or Defender is good to have, but Force Field Defenders and Empathy Controllers or Defenders increase the survivability of the group significantly.

In large groups with no crowd control, avoid Blasters or Scrappers when no crowd control exists—use either a true Controller, or Tankers who can manage aggro—as this creates either a group that runs a lot ...or dies a lot due to unmanaged aggro. The only real function that every group needs to agree upon is crowd control, as poor crowd control makes for significant death debt.

Again, these are loose strategic guidelines and in no way mean any Archetype is a requirement or any Archetype is less effective, as all Archetypes can find a way to improve any group dynamic.

## TEAM TACTICS

Are you going to pull enemies away from their friends, or wade into the middle of them? If you're a Tanker/Scrapper-heavy team, wading may be more efficient. If you're ranged-heavy, pulling is much safer.

How are you pulling? Do you have Teleport Foe available? If not, a taunting Tanker or ranged attack might suffice.

Know the rules of pulling and make sure everyone follows them (see "The Basics" chapter for in-depth info on pulling). Pulling a mob with a ranged attack,

then having a Controller Root him before he gets to the Heroes can aggro the rest of the enemies and completely defeat the purpose of pulling in the first place. Pulling is an art form, and for it to be successful the group must all work in conjunction, otherwise you might as well just wade.

If there is a mix of melee and ranged, make sure the melee Heroes know to keep an eye on the health bars of the ranged Heroes and the location of the foes in relation to the group. All it takes is some Death Mage bum rushing the group and self-detonating for hundreds of hit points to wipe out the entire ranged contingent. Let the ranged Heroes deal with runners—do not follow them, as they will only lead you into other groups. Be ready and able to switch targets quickly if a new threat arises.

Lastly, either everyone needs to be in agreement on mob target priority, or a leader (usually the puller) needs to be assigned to call the shots. Spreading out and attacking multiple foes may not be the best solution if a boss or special-attacking mob is in the mix.

In intense combat a team leader must call the shots, and everyone in the group must respect the leader's decisions and follow them to a T.

## KNOW YOUR ROLE

All that being said, bear in mind that each Archetype, in a sense, has something at which it excels. For example, a Tanker, who can take the most serious abuse, is your best bet for holding aggro.

### CAUTION

*Avoid the crazed aggro player, fighting above his or her head and then scrapping off bad guys on unsuspecting others trying to have their fun. Ranged fighters particularly should be on the lookout for this behavior. Be sure to kick such individuals from your team post-haste (better that than the inevitable debt they bring to the team).*



# ZONES

## WELCOME TO PARAGON CITY

Herein you'll find an atlas to the wilds of Paragon City, featuring every zone released to date, along with massive reams of data that covers almost every last aspect of each zone. The zones are arranged in alphabetical order.

## ABANDONED SEWERS









### Level Range: 36-40

The Abandoned Sewer network is deeper than the depths of the Paragon City sewer network. Many of the Rikti fled here when their invasion was repelled, and took up residence in the safe but smelly haven of the old pipes and waterways. They are not alone down there, however. The Circle of Thorns mages see the unused sewers as a wonderful place to avoid interference from the above world, so they can continue their studies in peace. In addition to the wizards, the big brothers of the Perez Park Hydra can be found here. This zone is full of large groups of enemies, so solo heroes are highly discouraged from coming here.

 **Trial Zone**  
Sewer Network

 **Plaques**  
Academic (P1)

### ENEMIES BY NEIGHBORHOOD

	HEL	LOS	VAZ
 Kings Row	37-38	35-37	—
 Skyway City	37-38	38-39	35-37
 Atlas Park	37-38	36-37	35-37
 Central	37-40	36	38-39
 Steel Canyon	39-40	38-39	—
 Boomtown	39-40	39-40	—





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## VILLAIN GROUPS

### CIRCLE OF THORNS

The Circle's wicked mages are large in number and greater in arcane power. You're bound to find all types of nasty magic from these wizards. Find some way to end their nastier effects, thus avoiding a paralyzed line of defense and being ripped apart by dark forces.

### HYDRA

The walking compost heaps from Perez Park make their home in the deeper reaches of the sewers, the center of which is rumored to lead to the creature that spawns these hulking behemoths. These are not nearly as easy as the Hydra creatures you've fought before. They come in larger packs and are far more powerful than what you've seen. Heroes with weaker constitutions need to stand back to avoid their powerful hits.



### RIKTI

These vicious aliens fled here in the aftermath of their attack on Paragon City, and found a safe place where few people ever tread. Their powerful technology can do some serious damage to unprepared heroes, and their tough hides make them hard nuts to crack. Be cautious, as their numbers are large and their tactics difficult to overcome.

## NEIGHBORHOODS

### ATLAS PARK SECTOR

Difficulty: Easy

Villain Groups: Circle of Thorns, Hydra, Rikti

It is quite a switch to come from the sewers near Atlas Park to the abandoned sewers and find these vicious enemies awaiting you. Prepare yourself for prolonged battles and massive numbers of foes.

### KING'S ROW SECTOR

Difficulty: Easy

Villain Groups: Circle of Thorns, Hydra

The Rikti leave the sector near King's Row alone, letting the Circle and Hydra deal with intruders.

### SKYWAY CITY SECTOR

Difficulty: Easy

Villain Groups: Circle of Thorns, Hydra, Rikti

Find all three villain groups near Skyway City, and all three of them are dying to send you packing to the hospital. Make sure your tank stands in front and you all stick close.

### STEEL CANYON SECTOR

Difficulty: Medium

Villain Groups: Circle of Thorns, Hydra

Steel Canyon's sector is another area the Rikti avoid, leaving it to the Hydra and Circle. The mages are vicious, and the hydra relentless.

### BOOMTOWN SECTOR

Difficulty: Hard

Villain Groups: Circle of Thorns, Hydra

The area near Brickstown is home to the strongest Circle mages and Hydra beasts. Heroes should prepare for large numbers of very strong foes.

### UNDERWORLD

Difficulty: Medium

Villain Groups: Circle of Thorns, Hydra, Rikti

The Rikti stick mainly to the deepest section of the Abandoned Sewers, far from encroaching heroes. Be prepared for some of your hardest fights down here.



# ATLAS PARK

**Hospital**  
Chiron Hospital

**Trainer**  
Ms. Liberty

**Field Trainer**

**Yellow Line**  
Galaxy City  
Kings Row  
Skyway City  
Steel Canyon

**Gate**  
Steel Canyon  
Skyway City

**Hazard Zone**  
The Hollows  
Perez Park

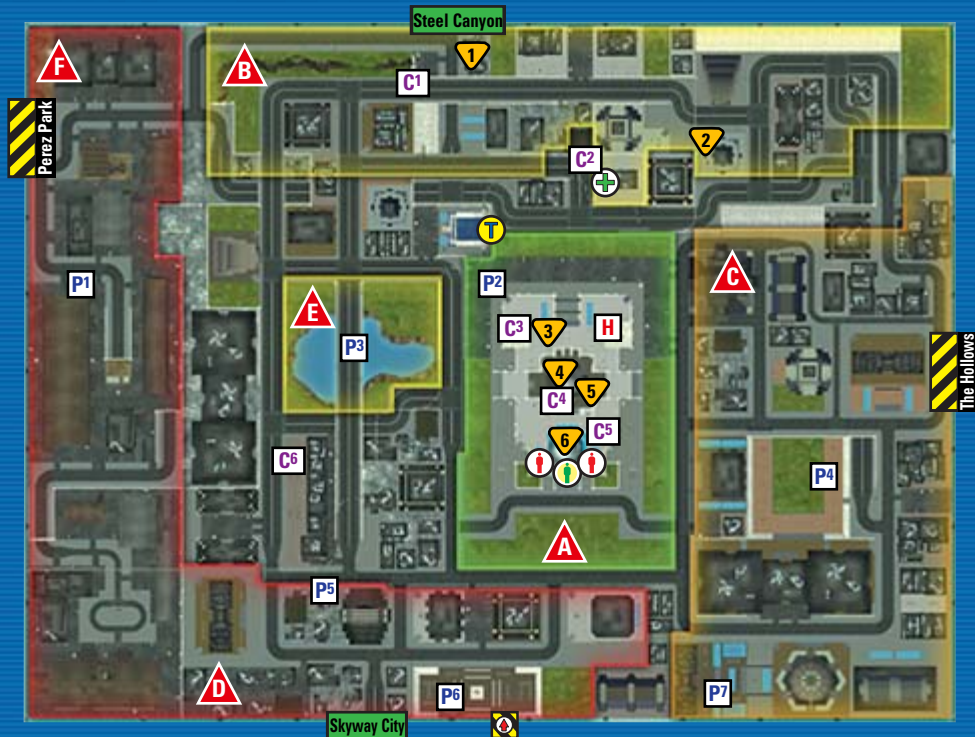
**Sewer Network**

**Hero Field Analyst**

**Contacts**  
Tony Kord (C1)  
Laurence Mansfield (C2)  
Henry Peter (C3)  
City Hall (C4)  
City Rep  
Supergroup Reg  
Azuria  
Rick Davies  
Susan Davies  
Antonio Nash  
Jonathan Smythe  
Sunstorm (C5)  
Det. Jose Brogan (C6)

**Plaques**  
Intellectual (P1)  
Pupil (P2)  
Digger (P3)  
Student (P4)  
Student 2 (P5)  
Expert (P6)  
Alumnus (P7)

**Exploration Badges**  
Undeclared (1)  
Silent Sentinel (2)  
Hero Corps Insider (3)  
Freedom (4)  
Patriot (5)  
Top Dog (6)



## ENEMIES BY NEIGHBORHOOD

CLW

HEL

<b>A</b>	Atlas Plaza	—	1-2
<b>B</b>	The Promenade	3-4	1-4
<b>C</b>	Hyperion Way	3-5	1-6
<b>D</b>	Downside	5-6	1-6
<b>E</b>	Prometheus Park	—	3-4
<b>F</b>	Argosy Ind. Park	5-6	5-6

## Level Range: 1-6

As a place of residence and business, Paragon City looks rather unattractive. Rampant crime in the streets, brawling seven-foot tall behemoths in the alleys, and policemen being mugged by random hooligans are par for the course. It seems as though the only place anyone would really want to live in the city is also the training ground for many fledgling superheroes.

The center of Atlas Park is dominated by an enormous statue of the hero Atlas, who gave his life defending Paragon City from foreign invasion in World War II. He holds the globe aloft in front of Paragon City Hall, where young heroes can go to

learn about the current events in Atlas Park from the five main superhero organizations of the city. Around this peaceful park are several vastly different sections of town, from the warehouse-filled Argosy Industrial district to the bright commercial Promenade. While exploring Atlas Park, unseasoned defenders of justice should be on the lookout for Hellions, as well as smaller clusters of Clockwork drones and a few scattered Vahzilok goons. This section of the city supports your evil-vanquishing habit well into your sixth security level. When you're ready to move on, head to Perez Park or the Hollows, or hop the Yellow Line to King's Row.





## CONTACTS

**Susan Davies:** Susan is the E.L.I.T.E. contact in Paragon City Hall. New Natural superheroes should speak with her.

**Azuria:** If your powers are from magical spells or artifacts, Azuria, the M.A.G.I. liaison, wishes to have words with you. Find her in city hall, to the left and down the steps.

**Rick Davies:** Are gizmos and gadgets your *modus operandi*? If so, speak with Rick, who has tasks for you on behalf of D.A.T.A.

**Antonio Nash:** G.I.F.T., the mutant superhero organization, has stationed Antonio Nash in city hall. He has information and tasks for the recently mutated.

**Jonathon St. John Smythe:** Did a freak lab accident result in your suddenly heightened strength and/or combat prowess? If this is the case, Jon has ways for you to cope with your new way of life, usually involving beating the tar out of bad guys.

**Sunstorm:** This alien reassures the citizens of Paragon City that the Kheldians are here on a mission of brotherhood. Young Peacebringers should seek him out beside the statue of Atlas.

**Laurence Mansfield:** A local mage is troubled by reports of Hellions dabbling with artifacts and powers that ought not be handled by petty thugs. He would greatly appreciate the help of individuals with magical powers.

**Henry Peter Wong:** The Clockwork robots tearing apart scrap heaps lead to many safety concerns, not just from scrapes that can cause tetanus, but also the electrocution of passing innocents. Henry seeks scientists to help clear the mechanical menace.

**Tony Kord:** Another man with Clockwork concerns, Tony is looking for the assistance of gadget freaks and technophiles to help render the rampaging robots inoperable.

**Detective Jose Brogan:** This policeman stands halfway between the Atlas statue and Argosy. The recent feuding between the Skulls and Hellions has caught his attention. Perhaps you can help him look into it.

## VILLAIN GROUPS

### CLOCKWORK

While the Clockwork King is not terribly bent on the invasion of Atlas Park, the Argosy Industrial District offers ample scrap metal for his minions to harvest. They can usually be found on warehouse rooftops, and occasionally in back alleys of other neighborhoods. Don't expect to find anything more dangerous than a few Cogs, Advanced Oscillators, and possibly a Tesla Knight or two. The Clockworks who tinker around Atlas Park are suitable challenges for heroes around security level 6.

### HELLIONS

You can't walk down a single street in Atlas Park without seeing a cluster of Hellions either mugging an innocent, vandalizing private property, or generally thinking themselves tough stuff. Luckily, they serve as relatively wimpy punching bags for intrepid neophytes to cut their teeth on. You can expect to find your

standard smattering of Blood Brothers, sometimes accompanied by a Fallen Gunner or Buckshot. The larger groups can be rather challenging for solo combatants, so bring along some pals for true baddie-thwappin' action. As for where to find them, Hellions infest every neighborhood of Atlas Park except for the central park around the statue. They're on rooftops, in back alleys, and sometimes standing in the middle of the street, just begging you to bring them to justice.

## NEIGHBORHOODS

### ATLAS PLAZA

Difficulty: Negligible  
Villain Groups: Hellions

This section of town is as safe as it gets. The statue of Atlas and city hall are both here, surrounded by a green park and a parking lot. The only villains you can encounter here are a few Hellions who tempt fate by hanging out near both the police drones and the largest single concentration of people who want to hurt them in the

known universe. Find all the starter contacts in city hall, as well as Super-Powered Field Trainers who have enhancements available for levels 1-15.

### PROMETHEUS PARK

Difficulty: Easy  
Villain Groups: Hellions, Clockwork

This small park across the road from Atlas Plaza contains a pond and a statue of the hero Prometheus, along with the usual mugging victims and gangsters waiting for you to come arrest them. The only challenge you find here is from the occasional Fallen Hellion lieutenant.

### HYPERION WAY

Difficulty: Medium  
Villain Groups: Hellions

Hyperion Way is at the eastern side of Atlas Park. Several large avenues wind through skyscrapers and around plazas. Find the entrance to the Hollows here, as well as Hellions to challenge heroes from levels 3-6. As long as an individual traveler sticks to the main roads, he should be safe. However, if you





hit the alleys and plazas, bring backup.

### **PROMENADE**

Difficulty: Easy/Medium

Villain Groups: Hellions

The northern portion of Atlas Park is known as the Promenade. Notable features include the hospital, where heroes are taken if they are defeated; a massive overpass, under which several groups of Hellions hang out within sight of the Atlas Park Security Chief; and a grassy knoll with more Hellions. On the upper side of the overpass are a couple of shopping centers where nobody goes anymore because of the crime rate. Also find the tunnel to Steel Canyon.

### **DOWNSIDE**

Difficulty: Medium

Villain Groups: Hellions

The south side of Atlas Park is known as the Downside. One glance tells you why. The abandoned buildings that make up most of the neighborhood house countless Hellion thugs, along with an entrance to the vast Paragon sewer network and Skyway City. There are few main thoroughfares here. One is the rooftops and alleyways. As such, unless you're around security level 5 or 6, bring some companions.

### **ARGOSY INDUSTRIAL PARK**

Difficulty: Medium/Hard

Villain Groups: Clockwork, Hellions

Argosy is the neighborhood in Atlas Park where you can expect the most challenge, danger, and excitement. A veritable maze of streets and tunnels worms its way through warehouses and factories, many of which have been taken over by the Hellions and other gangs. Rooftops serve as perches for marauding hooligans and scavenging robots. The large warehouse in the southwest corner of the district usually has level 6 Hellions and Clockwork on its heights. Expect to encounter a lot of enemies all over this district, especially in parking lots and fenced areas. The safest spot is the street, but even that is not truly safe here. Use caution in this area!





## BOOMTOWN



- Gate**  
Steel Canyon
- Sewer Network**
- Plaques**  
Just Said No to Superdine (P1)  
Disciple (P2)  
Disciple 2 (P3)  
Disciple 3 (P4)  
Scholar (P5)
- Exploration Badges**  
Vision of Despair (1)  
Regal (2)  
Destined for Valhalla (3)  
Phalanxer (4)

### ENEMIES BY NEIGHBORHOOD

		CLW	CNL	LOS	OUT	TRO	VAZ
	Powderkeg	14-16	12-13	14-19	14-18	13-16	10-16
	The Fuse	11-12	12-14	—	11-14	11-14	12-13
	Primer	12-16	12-14	—	—	12-14	—
	Grenadier Village	15-19	—	17-19	—	—	—
	The Cannonade	15-19	12-14	14-19	16	—	10-19

### Level Range: 11-19

The once peaceful burgh of Boomtown became the site of the showdown between the Paragon City heroes and the invading Rikti aliens. The destruction left the place in uninhabitable ruin. Not a single building was left intact. The burned-out ruins are now a haven for evildoers of all varieties, from ticking Clockworks to powerful Trolls. Adventurers find plenty of challenges among the shattered skyscrapers.

## VILLAIN GROUPS

### CLOCKWORK

The ruined buildings serve to provide plenty of scrap for the King's army. You find plenty of sprockets and oscillators along with knights and even Assembler Dukes. The northernmost parts of

Boomtown also gives rise to the Clockwork monster known as Babbage.

### THE COUNCIL

The Council are in Boomtown for unknown reasons, perhaps to practice their military drills. The soldiers fight viciously to defend

themselves, but their lack of special powers makes them the least challenging foes in this district.

### THE LOST

Lost mutants inhabit nearly all of Boomtown, probably because of their link to the Rikti. The





powerful freaks bring all of their unearthly power to bear, and you definitely need protection from their leaders' devastating mental attacks.

### **OUTCAST**

The Outcasts love the chaos and destruction caused by raw elemental powers, and the blasted shells of Boomtown make them feel right at home. The heavy Troll presence also means they've got plenty of battles to fight. Your addition to the district is just another test of their powers.

### **TROLLS**

The Superadyne-filled punks of the Troll ranks can also be found nearly everywhere in Boomtown, and these vicious beasts are just as eager to punch you in the jaw as they were back in the Hollows. Anticipate large groups of these tough fighters, and make sure you can handle what you're attacking, or you'll be heading to the hospital.

### **VAHZILOK**

What better place than a battlefield to find humans to reanimate as corpses? Vahzilok's usual brute

squad of cadavers (mortificators) and eidolons is out again, and heroes who can't take the pressure might end up as part of an Abomination someday.

## **NEIGHBORHOODS**

### **THE FUSE**

Difficulty: Medium

Villain Groups: Clockwork, The Council, Outcast, Trolls, Vahzilok

The main entrance to Boomtown deposits heroes in the remains of this neighborhood. Find plenty of villains between the fallen towers. Bring backup, unless you're capable of taking out many foes at once.

### **PRIMER**

Difficulty: Medium

Villain Groups: Clockwork, The Council, Trolls

If you enter Boomtown via the sewer network, you are in the Primer neighborhood. Many villains are here awaiting their fate.

### **POWDERKEG**

Difficulty: Medium

Villain Groups: Clockwork, The Council, Lost, Outcast, Trolls, Vahzilok

The battleground of the Powderkeg district serves as a

backdrop to many spectacular fights, as all six of Boomtown's villain organizations make appearances here. Large groups of each are par for the course, and often these groups have a rival group's victim join them to fight you.

### **THE CANNONADE**

Difficulty: Hard

Villain Groups: Clockwork, The Council, Lost, Outcast, Vahzilok

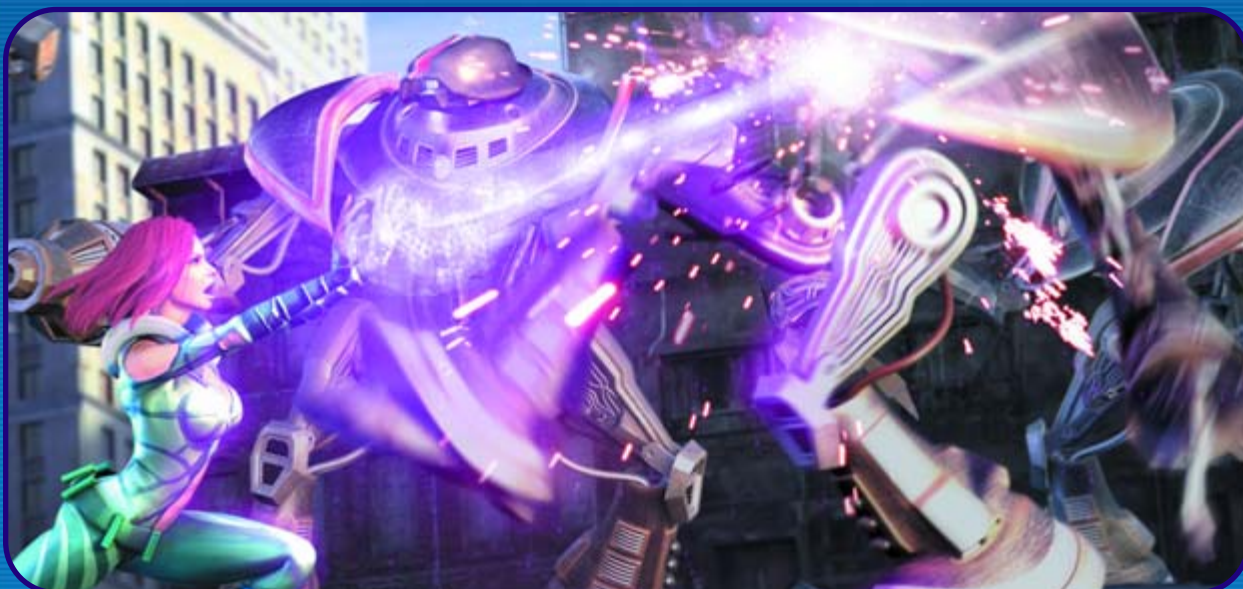
This northern section of Boomtown is one of the sites where Babbage appears from time to time. If your group sees the monster, get ready for a tough fight! A few other groups stand by to fill the gaps between gear-smashing time.

### **GRENADIER VILLAGE**

Difficulty: Hard

Villain Groups: Clockwork, Lost

The other villain groups leave this sector alone, but the Lost and Clockwork are here, pulling out all the stops and beating all but the toughest groups. The leaders of the Lost have their frightening psionic powers ready to leave you clutching your head in agony. Watch out for Babbage's rampages, too.







# BRICKSTOWN

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**Hospital**  
Brickstown Infirmary

**Trainer**  
Swan

**Magic Store**  
Serafina

**Sci. Store**  
Holsten Armitage

**Green Line**  
Croatoa  
Independence Port  
Steel Canyon  
Talos Island

**Gate**  
Independence Port

**Hazard Zone**  
Crey's Folly

**H** **Hero Field Analyst**

**C** **Contacts**  
Colleen Nelson (C1)  
Allison King (C2)  
Merisel Valenzuela (C3)  
Steven Sheridan (C4)  
Neal Kendrick (C5)  
Gordon Stacy (C6)  
Lou Pasterelli (C7)

**S** **Special Contacts**  
Manticore (S1)

**P** **Plaques**  
Scholastic (P1)  
Scholastic 2 (P2)

**Exploration Badges**  
Inmate (1)  
Mystic (2)



### ENEMIES BY NEIGHBORHOOD

	CNL	CRY	FRK	PSR
<b>A</b> The Mashu Bridge	30-35	30-32	30-32	30-32
<b>B</b> The Crescent	30-35	30-35	30-32	—
<b>C</b> The Abyss Towers	30-35	30-35	30-35	30-35
<b>D</b> Seven Gates	30-35	30-35	30-35	30-35
<b>E</b> Power Station	—	30-35	30-32	—
<b>F</b> Dark Waters	—	—	33-35	33-35
<b>G</b> Seven Gates	—	33-38	33-38	33-38
<b>H</b> The Ziggurat	—	—	—	33-38

### Level Range: 30-38

Brickstown is the location of the Ziggurat, Paragon City's maximum security prison. It's not very effective, with the rampaging criminals all over the city always wanting to spring their buddies. The Council and Freakshow representatives also provide fights for ready heroes.

The lack of available police and security means that the prisoners don't have too difficult a time getting out of jail.

In addition to the prisoner problems, Brickstown has Crey agents

running around, as the Countess tries to expand her power. The private security forces of Crey Industries frown upon outside interference, because they see this as their personal problem.



## CONTACTS

**Allison King:** Allison sends heroes on missions that reveal the origins and history of the Circle of Thorns. Interested supers should be ready for a lengthy and challenging time.

**Merisel Valenzuela:** Ms. Valenzuela's missions involve The Council experiments on their normal human soldiers. You must prevent a new batch of super-soldiers from being born!

**Lou Pasterelli:** Lou's investigation sends you all over the city looking into a recent development regarding the Devouring Earth. Get ready to save the world, again.

**Neal Kendrick:** Mr. Kendrick's investigations into Freakshow weapons uncover a plot involving the steam-powered minions of Nemesis and even the Circle of Thorns!

**Colleen Nelson:** Colleen's tasks send you on an adventure to discover the origins of an ancient secret society. Their dark path has a bizarre and disturbing past, and an unbelievable origin.

**Gordon Stacy:** Gordon has heard rumors of an anti-Crey hacker and needs someone to find this person before the Countess brings her formidable resources to bear and solves the problem her way.

**Steven Sheridan:** The Rikti are rumored to have taken over a Crey lab in Crey's Folly. Look into it and be prepared to discover a horrible secret.

**Serafina:** After magical heroes complete a mission for her, Serafina offers them excellent enhancements.

**Holsten Armitage:** Once you complete a task for Holsten, he sells excellent single-origin enhancements to science heroes.

## VILLAIN GROUPS

### THE COUNCIL

The Council representation in Brickstown is mainly north of the sector, and they are, as usual, vicious and ready to take down a hero. Watch out for their super-soldiers; they have powers far beyond those of ordinary humans.

### CREY

The Countess's minions want to prove themselves as a viable security force. If they can attain this goal, the Countess will be closer to controlling all of Paragon City. As such, they don't mind attacking heroes who get in their way. Heroes who've tangled with the Crey troops have been known to vanish, so be forewarned!

### FREAKSHOW

The Freakshow's vicious ways have brought them to Brickstown, and they seem to get along just fine with the prisoners, as long as a hero is nearby for them attack. Watch out for the ones who catch their second wind after you defeat them!

## PRISONERS

Escaped and rioting prisoners provide a strong challenge throughout much of Brickstown. These orange-clad public offenders gladly try to take down the people who sent them to jail in the first place. It's up to heroes to put them back where they belong.

## NEIGHBORHOODS

### THE MASHU BRIDGE

Difficulty: Easy

Villain Groups: The Council, Crey, Freakshow, Prisoners

The Bridge is the safest place in all of Brickstown, with Crey troopers keeping the peace. Unfortunately, "safest" in Paragon rarely ever actually means "safe." Heroes find harsh resistance from the resident villains.

### THE CRESCENT

Difficulty: Medium

Villain Groups: The Council, Crey, Freakshow

This is one of the few areas in Brickstown the prisoners haven't infested fully. However, the other three groups don't mind taking out heroes who poke their noses

where they don't belong. The Crescent is dangerous to a solo hero, but still survivable.

### SEVEN GATES

Difficulty: Medium

Villain Groups: The Council, Crey, Freakshow, Prisoners

Seven Gates houses the main entrances to the Ziggurat and Crey's Folly. The Prisoners are rampant on the streets here, and even the Crey are having a hard time mopping them up.

### PRISON POWER STATION

Difficulty: Medium

Villain Groups: Crey, Freakshow

The small Power Station is home of a protracted battle between the vicious Freaks and Crey's homebrewed vigilante force. Both sides gladly turn on encroaching heroes.

### THE ABYSS TOWERS

Difficulty: Hard

Villain Groups: Council, Crey, Freakshow, Prisoners

The Abyss towers hide many large groups of all the denizens of this district, and Crey's meddling troopers gun down heroes who





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are only trying to help. Watch out, and don't chase after enemies who run away, they often lead you into clusters of their buddies!

### THE CHASM

Difficulty: Hard

Villain Groups: The Council, Crey, Freakshow, Prisoners

The Chasm also contains every type of villain in Brickstown. Be wary, as its close quarters can easily put you between two groups of enemies.

### DARK WATERS

Difficulty: Hard

Villain Groups: Freakshow, Prisoners

The Dark Waters tunnel is very aptly named. It's difficult to see much of anything down here. Beware of Freak and prisoner squads, who drag you into the dark and beat you senseless.

### THE ZIGGURAT

Difficulty: Hard

Villain Groups: Prisoners

The Ziggurat is the prison of Paragon City, where criminals of all types are sent. The prisoners

have been very unruly and rioting has swept the complex. Heroes should take friends along, as the prisoners are very angry about being here for so long.

### TASK FORCE MISSION START POINT

Find Manticore just inside of Brickstown from Independence Port, near Swan. His missions have you tackling the corrupt Crey organization.

## CASCADE ARCHIPELAGO



**Hazard Zone**  
The Chantry  
Firebase Zulu



**Contacts**  
Dr. Huxley (C1)  
Lt. Col. Flynn (C2)



**Special Contacts**  
Sara Moore

#### ENEMIES BY NEIGHBORHOOD

	COT	NEM	RLU	SOR
<b>A</b> Crimson Falls	40-44	40-44	41-44	41-44
<b>B</b> The Marooned Shores	—	40-44	41-44	41-44
<b>C</b> The Air Shoals	—	—	41-44	41-44

#### ENEMIES BY NEIGHBORHOOD

	COT	NEM	RLU	SOR
<b>D</b> Tyrant's Rock	—	40-44	—	41-44
<b>E</b> The Chanting Islands	40-44	40-44	41-44	41-44
<b>F</b> The One Way Path	—	40-44	41-44	41-44



### Level Range: 40-44

The second explored region of the Shadow Shard is the Cascade Archipelago. The Crimson Falls are the standout feature of this section. The blood-red liquid pouring from the islands above makes one very hesitant to touch it.

Flying and teleporting heroes definitely have an advantage in the Shadow Shard. Jumpers and runners not only have to rely on gravity geysers, they also must remember to turn their powers off beforehand!

This region of the Shadow Shard is also the location of an incursion by the Circle of Thorns, seeking to spread their wickedness to new dimensions.

## VILLAIN GROUPS

### CIRCLE OF THORNS

The wicked mages seek always to increase their power, and the Shadow Shard seems like an excellent place to learn more of the mysteries of magic. The mages here are the most powerful wizards you've ever faced, and their mystical powers turn weak heroes' minds into jelly.

### NEMESIS

Looks like Nemesis is still up to his very old tricks! Nobody has any idea how the eccentric mastermind has lasted so long, but the truth of the matter is that his creations are powerful and malicious. No matter what his origins, the mad prince of automatons is a force to be reckoned with.

### SHADOW SHARD REFLECTIONS

These Earthly villains don't even know what they are. They bear all the powers of their originals, and this makes them varied and deadly foes.

## CONTACTS

**Dr. Huxley:** Doc Huxley's missions have you investigate a powerful plant on the shadow shard.

**Lt. Col. Flynn:** Col. Flynn's main concern is Earthly incursions into the Shadow Shard. He needs you to curtail the Circle and Nemesis activities.

### SOLDIERS OF RULARUU

The alien beings of Rularuu's army seek to defend their shadow shard from Earth's people, but this means they want to hurt you too. Their well-trained soldiers travel in large groups and don't show you any mercy. You should return the favor.

## NEIGHBORHOODS

### CRIMSON FALLS

Difficulty: Medium

Villain Groups: Circle, Nemesis, Rularuu, Shadow

The red waters of these islands look eerily like blood, but don't worry, it's only water. The islands have every enemy group in droves, so you find plenty of fights. One of the vines to Firebase Zulu is contained here.

### THE MAROONED SHORES

Difficulty: Medium

Villain Groups: Nemesis, Rularuu, Shadow

The Marooned Shores contain the other path to Firebase Zulu, but this doesn't mean it's at all safe here. Hordes of your worst enemies inhabit the floating rocks of this sector.

### THE AIR SHOALS

Difficulty: Medium

Villain Groups: Rularuu, Shadow

The other human groups haven't managed to make much progress in the Air Shoals. These areas are defended heavily by the natives of this plane.

### THE CHANTING ISLANDS

Difficulty: Medium

Villain Groups: Circle, Nemesis, Rularuu, Shadow

More difficult battles await you in the islands of this chain, as you encounter wave after wave of Circle mages, Nemesis troops, and native enemies.

### THE ONE-WAY PATH

Difficulty: Medium

Villain Groups: Nemesis, Rularuu, Shadow

This is the most straightforward way to Tyrant's Rock, and you have no choice but to go there once you've started on this path. Beware of the defenders on the islands.

### TYRANT'S ROCK

Difficulty: Hard

Villain Groups: Nemesis, Shadow

The final destination in the archipelago is Tyrant's Rock. This Island is home to large numbers of the armies of Nemesis as well as Shadow Shard Reflections. Tread carefully.

## TASK FORCE MISSION START POINT

**Sara Moore** is one of the humans native to the Shadow Shard.





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Rikti Crash Site
- Plaques**  
Savant (P1)  
Savant 2 (P2)
- Exploration Badges**  
Burning the Midnight Oil (1)  
Crey Watcher (2)



### ENEMIES BY NEIGHBORHOOD

	CRY	DUE	FRK	NEM	RTI
Crey Factories	31-36	31-33	31-33	31-33	31-33
Paragon Paper Works	31-36	31-33	—	31-33	31-33
The Blight	34-36	34-36	—	—	34-36
Paragon Water Works	34-36	—	—	—	—
Tangle Town	34-36	34-36	—	34-36	34-36
Portal Industries	34-36	34-36	34-36	37-39	34-36
The Circus	37-39	37-39	37-39	37-39	37-39
Carnival Town	37-39	37-39	37-39	37-39	—

### Level Range: 30-38

In the mid-twentieth century, this area of Paragon was a polluted mess, unsuitable for human life. As environmentalism became popular, the region began to clean up, though it would never be a place to move to with the wife and kids.

When the Rikti invaded, their attack caused a (most likely illegal and unethical) Crey experiment to go horribly awry, tainting the region anew and making it very dangerous for prolonged exposure.

Now named "Crey's Folly," because everyone knew exactly whose fault the disaster was, this region is home to some pretty nasty enemies, as well as Crey troops running illegal salvaging operations.

Heroes will want to tread carefully; that green muck in the water looks dangerous.

## VILLAIN GROUPS

### CREY

Countess Crey has never offered an apology for the destruction of "Venice," as this district was called. Instead, her private army has gone back to the source of the problem to look for any materials they can salvage. They'll not be happy to see heroes catching them at their hazardous and illegal work.



## DEVOURING EARTH

The Devouring Earth wanders in the hazardous waste of Crey's Folly, menacing heroes who get too close. The real threat is the mutated monster known as Jurassik. How much of a threat, you may ask? Well, he uses a car as his axe-head. He's big, he's mad, and he's mean. This champion of the Devouring Earth is ready and waiting to demolish your entire group.

## FREAKSHOW

The Freaks have come out to play in the wake of all this destruction. Their powerful fighters are just itching to tangle with some more superheroes. Careful groups will find them challenging but manageable. Just watch out for the ones that won't stay down!



## NEMESIS

The armies of Nemesis may look outdated, but when they pull out the latest quantum particle destabilizer beam, you'll think twice about messing with these guys (especially if they shoot you with it). Be prepared for a highly disciplined fighting force, complete with medics and mechs to back up the human element.

## RIKTI

The Rikti in this area use the old buildings for their own purposes, and they vigorously defend their real estate. Any heroes who enter their territory enter at their own risk.

## NEIGHBORHOODS

### CREY FACTORIES

Difficulty: Easy

Villain Groups: Crey, Devouring Earth, Freakshow, Nemesis, Rikti

The Crey Factories are the source of the poison that has infiltrated this region. Plenty of Crey soldiers are here to investigate the aftermath of the explosion, and they've got rivals who want in on the action too.

### PARAGON WATER WORKS

Difficulty: Medium

Villain Groups: Crey, Devouring Earth, Nemesis, Rikti

The now-useless water works once played a vital part in the cleanup of this area, but now it's just a haven for criminal activity. Watch out for the Devouring Earth beasts who wander the muck, and Rikti in the shadows. Crey's Protectors are mighty foes with the powers of heroes, and will be a strong challenge to any who engage them.

### THE BLIGHT

Difficulty: Medium

Villain Groups: Crey, Devouring Earth, Freakshow, Nemesis, Rikti

The Blight was one of the areas most affected by the blast, and

only Crey and monsters go there now. Heroes should be prepared for some tough battles against this odd mix of enemies.

## TANGLE TOWN

Difficulty: Medium

Villain Groups: Crey, Devouring Earth, Nemesis, Rikti

The maze of bridges and roadways here only makes the fighting more difficult. Watch out for Jurassik if you stray to the north. Remember, a hero who doesn't watch where he's going will always end up in the same place: the hospital.

## PORTAL INDUSTRIES

Difficulty: Medium

Villain Groups: Crey, Devouring Earth, Freakshow, Nemesis, Rikti

This section of town was once a major part of the cleanup efforts from old pollution, but now it's nothing but a war zone between the rival groups of villains and the Devouring Earth. The Rikti have joined in the fray, presumably hoping to find more humans on whom to conduct their experiments in the aftermath.

## THE CIRCUS

Difficulty: Hard

Villain Groups: Crey, Devouring Earth, Freakshow, Nemesis, Rikti

The major Freak presence in this area is a taste of things to come. This battleground is a vicious, fast-paced neighborhood where heroes need to stay on their toes.

## CARNIVAL TOWN

Difficulty: Hard

Villain Groups: Crey, Devouring Earth, Freakshow, Nemesis

Carnival Town is a mini-society set up to the high standards of the Freakshow. This anarchic neighborhood amazingly enough has no crime, because the Freaks don't count murder, theft, or any of their usual activities as criminal. Heroes here need to beware of the hulking Tanks and wary of any dark alleys.





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## THE CHANTRY



**Hazard Zone**  
Cascade Archipelago  
The Storm Palace

**Trial Zone**

**Special Contacts**  
Justin Augustine (S1)  
Faathim the Kind (S2)

### ENEMIES BY NEIGHBORHOOD

	COT	RLU	SOR
<b>A</b> Chantry	—	44-47	44-47
<b>B</b> Bastion of Denial	—	44-47	—
<b>C</b> Bastion of Guilt	44-47	44-47	44-47
<b>D</b> Bastion of Shame	—	44-47	—
<b>E</b> Path of Rage	—	44-47	—
<b>F</b> Bastion of Sorrow	44-47	44-47	44-47
<b>G</b> Bastion of Regret	—	44-47	44-47
<b>H</b> Path of Tears	44-47	44-47	44-47
<b>I</b> Bastion of Pain	44-47	44-47	44-47



**Level Range: 44-47**

The battle against the armies of Rularuu comes to a head in the Chantry. You also hear of a being who could be either a mighty foe or a powerful ally. While working for Justin Augustine, a mystic on the UN's payroll, you will eventually be introduced to the enigmatic Faathim the Kind. You will learn the reasons that the Shadow Shard is the floating mess of islands that it is today, and, of course, kick some alien butt.

## **VILLAIN GROUPS**

### **CIRCLE OF THORNS**

The Circle mages seek to understand the Shadow Shard by mastering its inhabitants. They threaten the very fabric of this world with their meddling, and they threaten your life with their powers.

### **SHADOW SHARD REFLECTIONS**

The Reflections take the forms of the standard rogue's gallery: Circle of Thorns, Nemesis Army, and Crey soldiers. The enigmatic beings are powerful and ruthless.

### **SOLDIERS OF RULARUU**

The bizarre creatures of Rularuu infest every island of the Shadow Shard, making travel dangerous and battle even worse. Their mighty attacks can lay waste to mighty heroes very quickly.



## **NEIGHBORHOODS**

### **PATH OF TEARS**

Difficulty: Medium

Villain Groups: Circle, Rularuu, Shadow

The Path of Tears is where heroes can meet with Justin Augustine, and begin the mission to learn more about the Shadow Shard. The natives and Circle mages inhabit this place.

### **BASTION OF PAIN**

Difficulty: Hard

Villain Groups: Circle, Rularuu, Shadow

Circle of Thorns mages continue their relentless assault into this dimension. Rularuu and Reflections stand against them, and they all stand against you and your teammates.

### **BASTION OF REGRET**

Difficulty: Hard

Villain Groups: Rularuu, Shadow

The Circle has already moved past this place, pressing on to further islands. Your resistance here consists of the still-mighty Rularuu soldiers and the Shadow beings.

### **BASTION OF DENIAL**

Difficulty: Hard

Villain Groups: Rularuu

Only the Rularuu soldiers defend this island, but you'll find them a powerful foe even when they're alone.

### **BASTION OF SORROW**

Difficulty: Hard

Villain Groups: Circle, Rularuu, Shadow

This island is home of more of the Circle of Thorns battle, and the native inhabitants view you with the same disdain. Be ready to battle for your life.

### **BASTION OF GUILT**

Difficulty: Hard

Villain Groups: Circle, Rularuu, Shadow

The protracted fight between the Circle's twisted mages and the natives of this plane rages on. Heroes who jump in the middle will find all eyes on them.

### **BASTION OF SHAME**

Difficulty: Hard

Villain Groups: Rularuu

The Bastion of Shame defends the path to the Chantry. The Rularuu soldiers will put up a strong fight to heroes going that way.

### **CHANTRY**

Difficulty: Hard

Villain Groups: Rularuu, Shadow

The Chantry is the home of Faathim the Kind. His highly guarded base has recently come under siege from mystical attacks by the Circle of Thorns.

### **PATH OF RAGE**

Difficulty: Hard

Villain Groups: Rularuu

The Path of Rage is the way to the Storm Palace. Rularuu guard the whole way, making progress slow and difficult.

## **TASK FORCE MISSION START POINT**

**Justin Augustine:** Justin is trying to learn the language of this plane, and your adventures will not only help him further that goal but also reveal much of the Shadow Shard's history.

**Faathim the Kind:** Faathim's task force will bring almost every storyline together, and draw the madness of the shadow shard to an end...for now.





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## CROATOA

- Hospital**  
University Emergency
- Trainer**  
War Witch
- Magic Store**  
The Conduit
- Mut. Store**  
Norbert Pittman
- Nat. Store**  
Ronald Kincade
- Science Store**  
Norbert Pittman
- Tec. Store**  
Ronald Kincade
- Green Line**  
Brickstown  
Independence Port  
Steel Canyon  
Talos Island
- Contacts**  
Buck Salinger (C1)  
Kelly Nemmers (C2)  
Gordon Bower (C3)  
Skipper LeGrande (C4)
- Special  
Contacts**  
Katie Hannon (S1)
- Plaques**  
Alumnus (P1)  
Alumnus 2 (P2)  
Alumnus 3 (P3)  
Alumnus 4 (P4)
- Exploration  
Badges**  
Grim Wanderer (1)  
Ensorcelled (2)  
Spiritual (3)



### ENEMIES BY NEIGHBORHOOD

		CAB	DVE	FBG	GST	RED	TDD
	Salamanca	25-27	—	25-27	25-28	—	25-27
	New Connaught	26-28	—	26-28	26-28	—	26-28
	The Misty Wood	27-29	27-29	26-28	—	27-29	27-29
	Sunset Ridge	29-31	29-31	29-31	—	29-31	29-31
	The Broken Teeth	29-31	—	—	—	29-34	29-31
	The Grim Vale	31-34	—	31-34	—	31-34	31-34



### Level Range: 25-34

Toward the Autumnal Equinox, strange creatures began showing up in a popular resort town just outside Paragon City. Salamanca had been a very popular vacation point for more than a year, but the invasion of monsters has put an end to the tourist trade. The Green Line tram still takes passengers here, even though the town is filled to the brim with monsters, and the surrounding waterway and forested area are infested with all manner of ghouls and ghosts. The legendary Salamanca lake monster, dubbed "Sally," has also been spotted since then. Witches, goblins, pumpkinheads, and even members of the Devouring Earth can be found here. The heroine War Witch will train needy heroes, and Katie Hannon has an exciting task force available.

The dank forests crawl with spooky threats, including the pumpkin king Eochai, and the vicious Jack in Irons.

This resort is no vacation, but will provide many challenging fights for able-bodied heroes.

## CONTACTS

**Gordon Bower:** Gordon can be found near the hospital in Salamanca. He will start you on a series of tasks that will take you all throughout the district.

**Skipper LeGrande:** After you complete Gordon's quests, he refers you to Skipper. He continues your experience in this eerie place.

**Kelly Nemmers:** Skipper's friend Kelly has more horror-themed tasks available to ready warriors.

**Buck Salinger:** The final contact in the Croatoa story, Buck will have you hunting mystical and arcane beasts as well.

## VILLAIN GROUPS

### CABAL

These witches are at war with the Red Caps, and will stop at nothing to see them done away with. These dark sorceresses will bring their arcane powers to bear against any who stand in their way. Not much is known of their history, since they only appeared in recent months.

### DEVOURING EARTH

Hamidon's monsters are occasionally spotted in the region, and they fit the spooky area perfectly. They are pretty rare in Croatoa, but as usual, the animated vegetables and minerals are capable fighters. When they do make an appearance, they're usually in the western parts of Croatoa.

### FIR BOLG

The Fir Bolg are the pumpkinhead monsters said to be the original inhabitants of Ireland. They viciously fought the invading Tuatha de Dannan back then, and do the same in Croatoa. They are unfamiliar with modern technology, and the ones in Salamanca town are in small groups for easy fights.

### RED CAP

The Red Cap goblins are the ancient enemy of the Cabal. Their red caps look whimsical at first, but upon closer inspection the truth is found. The caps are red because they are dipped in the blood of fallen enemies. These vicious fighters will challenge any who come near, and revel in causing pain to others.

### TUATHA DE DANNAN

The hulking Tuatha de Dannan are ancient foes of the Fir Bolg, and are still angry over the old

fight for Ireland. Their warriors and champions are capable of tearing most mere mortals in half, and heroes can expect a real thrashing if they're not prepared.

## NEIGHBORHOODS

### SALAMANCA

Difficulty: Easy

Villain Groups: Cabal, Fir Bolg, Tuatha de Dannan

The old resort town's streets are clogged with a mess of all manner of monstrosities. The residents have long since abandoned most of the town, though the hospital is still staffed and a few people have enhancements for sale. This part of Croatoa is well suited to an individual.

### NEW CONNAUGHT

Difficulty: Medium

Villain Groups: Cabal, Fir Bolg, Tuatha de Dannan

This region of Croatoa has been adopted by the Fir Bolg as their new home. They viciously defend it against invasion, whether it's heroes or Tuatha encroaching on their territory. Beware of Eochai's wandering: The pumpkin king is a very powerful foe who can lay waste to entire groups of heroes!

### THE MISTY WOOD

Difficulty: Medium

Villain Groups: Cabal, Devouring Earth, Fir Bolg, Red Cap, Tuatha de Dannan

Across from New Connaught, the Misty Wood houses the Tuatha de Dannan hordes as their primary occupant. The other occupants of Croatoa can be found here in smaller numbers, fighting their ancient battles on this new ground. Jack In Irons has been seen at the south side of this grove, so groups of heroes should always be vigilant.





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### THE BROKEN TEETH

Difficulty: Medium

Villain Groups: Cabal, Red Cap,  
Tuatha de Dannan

The home of the Red Cap goblins, Broken Teeth's rocky hills give a hard, threatening feel to the area. Cabal witches occasionally poke their pointy hats into the neighborhood to spy on and destroy the little monsters. The Red Caps here come in a wide range of levels, so if you are near the lower end, you'll definitely want friends along.

### SUNSET RIDGE

Difficulty: Medium

Villain Groups: Cabal, Devouring Earth,  
Fir Bolg, Red Cap, Tuatha de Dannan

Each neighborhood of Croatoa seems to have been adopted by one primary group of villains, and

the Cabal call Sunset Ridge their home. War Witch and Katie Hannon can both be found here, training heroes and sending them on monster hunts. The other monsters can be found here as well, though the Cabal will be your strongest opposition here.

### THE GRIM VALE

Difficulty: Hard

Villain Groups: Cabal, Fir Bolg, Red Cap,  
Tuatha de Dannan

The Cabal and Red Caps fight furiously for control of this area. Both Eochai and Jack in Irons have been seen here also, making this neighborhood very dangerous for all but the most capable groups of heroes. The force of the conflicts and monsters here makes it imperative to travel with a group.

### TASK FORCE MISSION START POINT

*Katie Hannon can be found in Sunset Ridge, but she will not give you her task force until you've completed the four*

*contacts' missions in Croatoa. You'll fight all sorts of goblins and ghosts while working for her, and even get a snazzy new hat.*





## DARK ASTORIA



**Hospital**  
St. Elegius Hospital

**Gate**  
Talos Island

**Plaques**  
Researcher (P1)  
Historian (P2)  
Researcher 2 (P3)  
Authority (P4)

**Exploration Badges**  
Cairn Warder (1)  
Seeker of the Unknown (2)  
Dark Mystic (3)

### ENEMIES BY NEIGHBORHOOD

	<i>BAN</i>	<i>COT</i>	<i>TSO</i>
<b>A</b> Romero Heights	21-26	22-23	—
<b>B</b> Raimi Arcade	21-23	21-23	—
<b>C</b> Didos View	24-29	—	—
<b>D</b> Toffet Terrace	24-26	24-27	24-26
<b>E</b> Barca Plaza	24-28	—	24-28
<b>F</b> Moth Cemetery	26-29	—	—

### Level Range: 21-29

As the frightening Banished Pantheon cult began to rise in Moth Cemetery, both literally and figuratively, people began to leave this cursed part of town. Zombies do tend to make wonderful people-repellent. This

entire region has been abandoned to the Pantheon, though the rare Tsoo or Circle of Thorns member has been seen. But they're not what you're here for. The Pantheon are a terrifying and horrible threat, and if you don't stand and fight them, who will?

## VILLAIN GROUPS

### BANISHED PANTHEON

The zombies of the Banished Pantheon are not the medically and technologically enhanced bodies that Dr. Vahzilok makes. These zombies are honest-to-





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goodness evil, raised from the grave by powers beyond our comprehension. Their shamans wield skills that could give the Circle mages a run for their money! And to top it all off, their giant animated totems ignore nearly all attempts to control them, so eager are they to rip you to shreds with their bare wooden hands!

### CIRCLE OF THORNS

Most of the Circle activity in Astoria is limited to night, and rooftops. You'll be hard-pressed to find them at most times. If you do stumble upon a few of them, beware their spells and exploding wizard bits.

### TSOO

And we thought the Circle of Thorns was rare here! Tsoo very, very rarely pop up in Dark Astoria. Even with their Sorcerers at hand, they'll probably be the most straightforward fight in this area.

## NEIGHBORHOODS

### ROMERO HEIGHTS

Difficulty: Medium

Villain Groups: Banished Pantheon, Circle of Thorns

Near the entrance to Dark Astoria from Talos Island, Romero Heights' dank roadways house plenty of wicked Pantheon members. Before tackling them, make sure that you have backup and that they're ready to get back into the fray!

### RAIMI ARCADE

Difficulty: Medium

Villain Groups: Banished Pantheon, Tsoo

The Raimi arcade houses yet more Pantheon zombies, shaman, and totems. Tsoo very rarely pop up here, but when they do, it's a relief from fighting the relentless dark powers that are usually here.

### BARCA PLAZA

Difficulty: Medium

Villain Groups: Banished Pantheon, Tsoo

This once-peaceful plaza is now the site of Pantheon desecration, and heroes who travel here must have a group or they'll quickly fall to the power of the shamanic cult.

### TOFFET TERRACE

Difficulty: Medium

Villain Groups: Banished Pantheon, Circle of Thorns, Tsoo

"More Pantheon" is the name of the game in Toffet Terrace. The other two groups do make occasional appearances, but they're not what we're here for, are they?

### DIDO'S VIEW

Difficulty: Medium

Villain Groups: Banished Pantheon

Right across the street from the eerie cemetery, Dido's View will be a taste of things yet to come if you plant to press on into the base of operations. The Pantheon is powerful here, but remember that they will only become stronger as you continue!

### MOTH CEMETERY

Difficulty: Hard

Villain Groups: Banished Pantheon

The base of operations for the Banished Pantheon is the old abandoned cemetery. No one knows how many of the bodies still rest in peace, and how many stalk the streets as minions of the Banished Pantheon. The cemetery is a very dangerous place, and the fearsome beast Adamastor has been seen wandering among the stones from time to time.







## EDEN (WOODVALE)




 **Gate**  
Founders Falls

 **Trial Zone**  
The Hive








 **Trial Room Door**

 **Special Contacts**  
Woodsman (S1)  
(Eden Trial)

 **Plaques**  
Savant (P1)  
Savant 2 (P2)

 **Exploration Badges**  
Unspoiled (1)  
Crey Fish (2)

### ENEMIES BY NEIGHBORHOOD

	CRY	DUE	NEM
 Arcadia	33-35	33-36	33-34
 The Pit	34-35	33-36	33-34
 The Utopia Complex	35-37	35-39	35-36
 Aveda Towers	35-36	33-36	35-36
 The Serpentine	35-37	35-39	35-36
 The Hive	37-39	34-39	37-39
 The Cascades	37-39	34-39	37-39

### Level Range: 33-40

Eden was known by many as Woodvale, until the appearance of the entity Hamidon and his Devouring Earth minions. The buildings near his Hive were quickly overrun by the twisted natural world that sprung up around him. Massive rock spires jut from the ground where once stood offices and homes. This area is accessed from Founder's Falls to the east, and as you travel

west across it, it becomes wilder and wilder. The twisted forests of Eden house countless Devouring Earth monsters, as well as Crey research teams and Nemesis soldiers. Even these powerful humans, however, are repelled by the vicious monsters to the west.

This zone is relatively safe to travel if you can make it up to the treetops and stay there, but if you're groundbound, you'll have to fight tooth and nail to make it

from one end to the other. The ruins of a few buildings can still be seen jutting through the forest in places, and provide safe places for heroes who need a quick breather. The spirit of the hero known as Woodsman makes his stand in the Hive neighborhood, and seeks heroes to fight against the corruption of nature. Eden is no paradise, and should not be experienced without several powerful allies at your side.





## VILLAIN GROUPS

### CREY

Crey's research teams and warriors want a stranglehold on Paragon City, and can be found fighting Hamidon's monstrosities. The minions of the Countess are powerful people, and not to be trifled with. Her own personal heroes will be accompanying her normal human soldiers, and do not take kindly to heroic interference.

### DEVOURING EARTH

Naturally, the Devouring Earth can be found all over their home base, and they will repel all but the strongest intruders into their domain. The nature-based beasts get progressively tougher as you approach the Hive, and many of them travel in groups, though some of the scarier monsters only need to travel alone to wipe out entire groups. Be very careful when fighting these monsters, as their special powers are varied and strong enough to leave you bloody and broken.

### NEMESIS

The whimsical creations of Nemesis may appear cute and harmless at first, but fight them a few times and you'll know how easily they can be a real menace. His robots are partnered with their human controllers, and they infest most of Eden. While not as large a threat as the Devouring Earth, Nemesis troops are still a powerful enemy.

## NEIGHBORHOODS

### ARCADIA

Difficulty: Easy  
Villain Groups: Crey, Devouring Earth, Nemesis

One of the last remaining signs of fallen civilization in Eden, Arcadia's buildings are falling to pieces. The groups of Nemesis and Crey troops serve as a precursor to the frightening Devouring Earth monsters, and you'll encounter all three of them here.

### THE PIT

Difficulty: Easy  
Villain Groups: Crey, Devouring Earth, Nemesis

The Pit marks the downfall of modernization in Eden, its collapsing buildings a testament to the wild force of Hamidon. Nemesis and Crey troops fight the Devouring Earth and each other, and all three will happily help each other take out a pesky hero.

### THE UTOPIA COMPLEX

Difficulty: Easy  
Villain Groups: Crey, Devouring Earth, Nemesis

The Crey research facility known as the Utopia Complex is relatively intact, thanks to the company's vigilance. Their protectors and armored soldiers are supported by scientists, but the Devouring Earth occasionally makes its way into the complex to test the defenses. You'll face plenty of both groups, and some lone Nemesis troops, victims of Crey's brutality.

### THE SERPENTINE

Difficulty: Medium  
Villain Groups: Crey, Devouring Earth, Nemesis

The Serpentine is a winding maze through a primordial forest, a veritable labyrinth of roots and trunks. A hero can easily circumvent this by leaping amongst the treetops or simply flying overhead. If you willingly enter the maze, be prepared to fight all the villain groups, often at the same time.

### AVEDA TOWERS

Difficulty: Medium  
Villain Groups: Crey, Devouring Earth, Nemesis

The ruins of massive condominium complexes, the Aveda Towers have long since crumbled in on themselves. The new Aveda Towers are jutting rock spires that tower far into the sky, daring heroes to come face the might of Devouring Earth monsters.

### THE CASCADES

Difficulty: Hard  
Villain Groups: Crey, Devouring Earth, Nemesis

The beautiful waterfalls of the Cascades are awe-inspiring, amongst the harsh natural beauty of Hamidon's wild growth. His monsters are out in full stride, challenging heroes to test themselves.

### THE HIVE

Difficulty: Hard  
Villain Groups: Crey, Devouring Earth, Nemesis

Not to be confused with Hamidon's actual lair, this section of Eden has a large hill among its monumental rock spires. The spirit of the fallen hero Woodsman can be found here, and he has a challenging mission for heroes willing to heed the call of nature.





## FAULTLINE (OVERBROOK)



- **Gate**  
Skyway City
- P **Plaques**  
Just Said No to Superdine (P1)  
Disciple (P2)  
Scholar (P3)  
Disciple 2 (P4)
- ▲ **Exploration Badges**  
Apex (1)  
Faultless Mystic (2)  
Newsman (3)  
Undammed (4)

	<i>ENEMIES BY NEIGHBORHOOD</i>	<i>CLW</i>	<i>COT</i>	<i>VAZ</i>
<span style="color: red;">▲</span>	Subduction	14-17	—	14-15
<span style="color: red;">▲</span>	Downfall	14-16	14-17	14-17
<span style="color: red;">▲</span>	Dark Canyons	—	15	16-17
<span style="color: red;">▲</span>	Precipice	16-18	16-19	—
<span style="color: red;">▲</span>	Aftershock	15-17	16-19	16-17
<span style="color: red;">▲</span>	Reservoir	17-19	18-19	18-19

### Level Range: 14-19

When the archvillain Faultline held Overbrook ransom with his earthquake device, not many took him seriously. A group of fledgling superheroes did attempt to stop him, but failed, and the master of tectonics set off his device, wiping out Overbrook. Faultline disappeared and has not been seen since. The ruins of Overbrook have adopted his name, and many villains now inhabit the area.

Faultline is primarily a hunting ground, with no contacts or stores. It's all villains, all the time. The cracks in the ground make travel difficult for speedsters, as many of the gaping holes do not have exits. Watch your step or you'll need to find someone to help you out of the pit. Flyers, jumpers, and teleporters will have an easier time.

## VILLAIN GROUPS

### CIRCLE OF THORNS

The mages of the Circle of Thorns seem to like places with holes in the ground. They inhabit some of the deeper craters in old Overbrook. Remember their formidable earth control powers when you engage them, and don't stand too close together or your whole squad might get hit with a seismic wave.

### CLOCKWORK

More ruined buildings means more scrap! The Clockwork are a sure bet for the villains you'd find in this sector. You'll find many of the little robots, and their bigger cousins as well. Be very careful when fighting them, as their endurance-draining attacks can leave you breathless in no time flat.





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### VAHZILOK

Vahzilok's zombie minions are out here as well, gladly spewing their acidic vomit at heroes, the crossbows of their handlers locked and loaded. Beware of exploding zombies, and take out Embalmed as fast as possible!

## NEIGHBORHOODS

### SUBDUCTION

Difficulty: Easy-Medium

Villain Groups: Clockwork, Vahzilok

Most of these hazardous areas start with a region relatively unaffected by disaster, but Faultline is an exception to this. As soon as you enter the area, you are greeted with precariously leaning buildings, a huge cliff opening to the rock far below, and plenty of robots and zombies ready to tear you apart.

### DOWNFALL

Difficulty: Medium

Villain Groups: Circle of Thorns, Clockwork, Vahzilok

The holes are deeper and the baddies nastier as you progress into the zone, and this time wizards are added to the mix. Get used to Circle of Thorns—you'll be seeing it for a long, long time to come.

### DARK CANYONS

Difficulty: Medium

Villain Groups: Circle of Thorns, Vahzilok

The western edge of Faultline has narrow cracks full of wizards and zombies. Both might be physically frail but they can certainly pack a punch! If you've made it this far, chances are you have a group. Make sure it stays that way by sticking close together.

### PRECIPICE

Difficulty: Medium

Villain Groups: Circle of Thorns, Clockwork

On the other side of the sector, a few tall cliffs stand high, an indication of how much damage the earthquake did. The pits are still filled with magic men, but the top is infested with little rusty robots, looking for scrap and ready to fry any meatbags who get in the way.

### AFTERSHOCK

Difficulty: Hard

Villain Groups: Circle of Thorns, Clockwork, Vahzilok

The central pit of this district is home to some of its toughest battles. Move slowly and make sure your group is good and ready before each fight. Also, before starting down a valley, make sure you know there's a way out of it.

### RESERVOIR

Difficulty: Hard

Villain Groups: Circle of Thorns, Clockwork, Vahzilok

Paragon City is very lucky that the dam did not shatter when Faultline set off his device. This small reservoir has the absolutely hardest battles in the area, with zombies, clocks, and mages galore to challenge the strongest group.







## FIREBASE ZULU



**Hospital**  
Shadow Shard  
Hospital



**Gate**  
Peregrine Island



**Hazard Zone**  
Cascade  
Archipelago



**Contacts**  
Dr. Boyd (C1)  
Lt. Volkov (C2)



**Special Contacts**  
Gen. Hammond  
Dr. Scott Wachborst  
Dr. Quaterfield



### Level Range: 40+

The Portal Corporation has opened a gateway to a bizarre alternate dimension. The Shadow Shard, as it is called, is composed of floating islands suspended in a seemingly bottomless airspace. The military has moved in, exploring the bizarre parallel universe, and they're having a rough time of it. Strange alien creatures oppose them, and they have even encountered beings who appear to be dark reflections of Earth villains. Firebase Zulu is the name of one military installation in the Shard, and is the major staging point for heroic incursions into the mysterious place. There are portals to the other major areas of the Shadow Shard, and Gravity Geysers propel heroes between the floating islands nearby.

### ENEMIES BY NEIGHBORHOOD

	CRY	NEM	RLU	SOR
<b>A</b> Point Alpha	—	—	41-44	41-44
<b>B</b> Point Bravo	—	—	41-44	—
<b>C</b> Point Charlie	—	—	41-44	41-44
<b>D</b> Tempest Sector	—	—	41-44	41-44
<b>E</b> Point Echo	—	40-44	41-44	41-44
<b>F</b> Point Foxtrot	40-44	40-44	41-44	41-44
<b>G</b> Point Victor	—	—	41-44	41-44
<b>H</b> Point Sierra	40-44	40-44	41-44	41-44
<b>I</b> Point X-Ray	40-44	40-44	41-44	41-44
<b>J</b> Point Tango	40-44	40-44	41-44	41-44
<b>K</b> Firebase November	—	—	—	—
<b>L</b> Firebase Zulu	—	—	—	—

If you fall, don't worry; there's a teleportation matrix set up that will transport you to a safe

location, and the bizarre gravity of this world means that you will never be hurt from a long fall.





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**Gen. Hammond:** General Hammond would welcome you to the islands, but he has bigger fish to fry. Help him take care of the Rularuu problem and he'll help you get started in the Shadow Shard.

**Dr. Boyd:** Dr. Boyd needs some help with his studies of the Shadow Shard. The powerful aliens are preventing him from getting any more research done.

**Lt. Volkov:** The Nemesis army has designs of its own on the Shadow Shards, and Lt. Volkov needs you to help put a stop to them!

## VILLAIN GROUPS

### CREY

Crey naturally seeks to find new technologies with which to dominate Paragon City, and the Shadow Shard provides them with a good place to seek heretofore unknown devices and abilities. You will find plenty of suited Crey agents as well as Paragon Protectors and other powerful opponents.

### NEMESIS

The fanciful design and delicate detail of the technologies and gear worn by these soldiers marks them inexorably as Nemesis minions. The inventor's hordes appear in all their forms here, from lowly robots up to giant walking tanks. Be prepared for extended fights against his army, and do not underestimate the power of their numbers.

### SHADOW SHARD REFLECTIONS

These dark figures bear the appearance of many of the villains from Paragon City, from Circle of Thorns mages to Nemesis himself. Their nature is as of yet unknown, and they have been overheard questioning their own existence. Regardless of what they are, they are dangerous foes with all the powers and talents of the beings they resemble. They tend to

appear in large groups, so don't take them on alone!

### SOLDIERS OF RULARUU

These alien lifeforms come in a few different forms. The hulking brutes are well-trained soldiers, and the giant Observer eyeballs can paralyze with a glance. The fiery Wisps are beautiful from a distance, but up close their formidable powers can tear you to shreds. Finally, the flying Natterlings come in large swarms to rip you apart. As with most enemies in the Shadow Shard, you definitely will want fellow heroes watching your back when you tackle these foes.

## NEIGHBORHOODS

### FIREBASE ZULU

Difficulty: None

Villain Groups: None

The primary base of operations for the military, Firebase Zulu is the staging point for exploration into all of the Shadow Shard. The General has his men train you on use of the Gravity Geysers from this base, then he has you take some exploration duties from his men. This island is safe, but it can take you places that will obliterate you in no time flat.

### TEMPEST SECTOR

Difficulty: Medium

Villain Groups: Rularuu, Shadow Shard

The beginning of the nightmare is here, as you can find plenty of Shadow natives to fight. The denizens of this dimension nearly always come in large groups, so be careful when fighting them. Also, if you have travel powers activated, be very careful about approaching Gravity Geysers, as speed and leaping abilities cause you to greatly overshoot your mark.

### POINT ALPHA

Difficulty: Medium

Villain Groups: Rularuu, Shadow Shard

The military has established a tiny outpost here, but is under heavy assault from the extradimensional beings who inhabit the island. You'll encounter plenty of brutes and Natterlings, and many pseudo-villains from the Shadow Shard. The island is pretty small, but that does not make it any less deadly.

### POINT BRAVO

Difficulty: Medium

Villain Groups: Rularuu

Just a quick Gravity Geyser jump away is Point Bravo. This island is full of Rularuu soldiers, and they will waste no time in making you feel unwelcome. As with the rest of Shadow Shard, you will want teammates watching your back.





## POINT CHARLIE

Difficulty: Medium

Villain Groups: Rularuu, Shadow Shard

The Earth incursion into this dimension is not proceeding very quickly or well. The huge numbers of aliens prevent normal humans from pressing their attack too far. This island is full of more dimensional natives, and will be very challenging to cross for most.

## POINT ECHO

Difficulty: Medium

Villain Groups: Nemesis, Rularuu, Shadow Shard

The crazed Nemesis has brought his forces to the Shard as well, and they are fighting against the residents—even the Shadow Shard creatures who imitate them. At Point Echo you'll fight many frenzied battles against its inhabitants. Bring a talented, big group here if you want to live.

## POINT FOXTROT

Difficulty: Medium-Hard

Villain Groups: Crey, Nemesis, Rularuu, Shadow Shard

This island sees the addition of the Countess's troops to the fray! Paragon Protectors and suited enforcers are among the Earth natives you'll encounter on this

island. The one thing all four teams have in common is that they don't want to see heroes interfere with their goals.

## POINT SIERRA

Difficulty: Medium-Hard

Villain Groups: Crey, Nemesis, Rularuu, Shadow Shard

As you approach the other end of this area, you encounter even more Earthling invaders, along with masses of natives. The stony hills make for an exotically beautiful backdrop for the vicious fights that await your group.

## POINT TANGO

Difficulty: Medium-Hard

Villain Groups: Crey, Nemesis, Rularuu, Shadow Shard

Congratulations, you're almost to Firebase November! Only an enormous army of the most vicious enemies imaginable stands in your way. Be very, very careful here, as getting the attention of too many nasties is a fast way to an early grave. Or, at least, the hospital back at Zulu.

## POINT X-RAY

Difficulty: Hard

Villain Groups: Crey, Nemesis, Rularuu, Shadow Shard

The final fight before you reach the relative safety of Firebase November, X-Ray is teeming with life. Life that wants to end yours, to be exact.

## FIREBASE NOVEMBER

Difficulty: None

Villain Groups: None

The other major Earth outpost in the Shadow Shard, Firebase November has another gateway to the dimension's deeper reaches. Unfortunately, if you want to head back to Earth, you have to fight your way back across the entire region. No enemies are here, as the military has been successful enough to drive them away from this island.

## TASK FORCE MISSION START POINT

**Dr. Quaterman:** *Dr. Quaterman can be found in Firebase Zulu, near Lt. Volkov. This brilliant scientist is researching the mysterious Shadow Shard, but it is too dangerous for him to explore.*







### FOUNDERS' FALLS

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**M. Harvey Hospital**

**Trainer**  
Infernal

**Mut. Store**  
Penny Preston

**Nat. Store**  
Agent Six

**Tec. Store**  
Mark IV

**Tailor**

**Gate**

**H Hero Field Analyst**

**C Contacts**  
Tina Chung (C1)  
Janet Kellum (C2)  
Maxwell Christopher (C3)  
Cadao Kestrel (C4)  
Jenny Firkins (C5)  
Madeleine Casey (C6)  
Peter Stemitz (C7)  
Angus McQueen (C8)  
Anton Sampson (C9)  
Jose Escalante (C10)  
Ginger Yates (C11)  
Phillipa Meraux (C12)  
Indigo (C13)

**S Special Contacts**  
Numina (S1)  
Maren MacGregor (S2-Sewer Trial)  
Cpt. James Harlan (S3-Repec Trial)

**P Plaques**  
Scholastic (P1)  
Savant (P2)

**Exploration Badges**  
Foggy (1)  
Chaotician (2)



#### ENEMIES BY NEIGHBORHOOD

	CNL	COT	CRY	DUE	NEM	RTI
<b>A</b> Liberty Town	31-37	—	—	—	31-34	34-37
<b>B</b> Williams Square	31-33	—	—	—	—	—
<b>C</b> Hutchinson Park	—	—	—	31-40	—	—
<b>D</b> Louis Forest	—	34-37	—	—	—	—
<b>E</b> The Red River	—	34-37	34-39	—	—	—
<b>F</b> The Gaspee	—	35-40	34-40	—	—	—
<b>G</b> Blackstone Hills	—	—	39	37-40	—	—

#### Level Range: 31-39

The most opulent place to live, Founders' Falls is where you are most likely to meet members of the Paragon Yacht Club. Then again, with water instead of major roadways, yacht might be the

only way to travel. When the Red River rose, much of the area was left underwater, but the buildings that jut out provide a Venice-like feel to the region. Even with all the tourism and scenery, or maybe because of it, the

wealthier criminal organizations have also moved in.

The Council, Crey, and Nemesis all have sizeable forces in this area, and the monstrous Devouring Earth have been seen not only in neighboring Eden but also in the



## CONTACTS

**Peter Sternitz:** Peter's tasks will reveal the horrible truth about the already terrible Circle of Thorns. Get ready to say "Whoa."

**Jose Escalante:** The Council is readying a new batch of its Vampyr supersoldiers. Act quickly to prevent this menace from being unleashed on the populace.

**Phillipa Meraux:** Phillipa's tasks will make you a very popular hero: you'll defeat Freakshow, maintain the integrity of the War Walls, and help stop illegal salvage operations in Crey's Folly.

**Jenny Firkins:** Jenny is looking into a recent Devouring Earth attempt to start a new plague that would wipe out humanity! You've got a hefty task ahead of you.

**Tina Chung:** Tina needs you to look into bizarre steam-powered weapons that Freakshow has been using lately. You may uncover a secret that's been hidden for decades.

**Cadao Kestrel:** The Circle of Thorns is trying to contact their counterparts in an alternate dimension. It is imperative that

any available heroes contact Cadao; who knows what sort of disaster could be unleashed if they succeed?

**Ginger Yates:** Ginger has news of Devouring Earth allying themselves with environmentalist extremists. You need to intervene before someone gets hurt!

**Anton Sampson:** Anton needs your help in stopping Nemesis's inventions from spreading all over Paragon City. The steam-obsessed villain needs to be stopped before it's too late!

**Madeleine Casey:** Madeleine has heard of the Carnival of Shadows and their wild parties, and needs someone to see exactly how dangerous these events are. Long story short: Very dangerous.

**Indigo:** Indigo's a very mysterious lady, and she will send you on a journey that spans all of Paragon. You'll encounter enemies you've never seen before, and fight some very dangerous people.

**Janet Kellum:** Janet is mad at Crey. Very mad. Her missions will show you a very deep, dark secret about what the countess has been up to lately.

**Maxwell Christopher:** Max is concerned about the activities of Nemesis, who's just resurfaced after decades of silence. There's no way he's still alive after over a hundred years, is there?

**Angus McQueen:** The gray hulk Angus wants to stop Rikti activities he's heard about. They're attempting to contact a parallel Earth and you cannot let that happen!

**Agent Six:** Agent Six has single-origin enhancements available for Natural heroes. First, though, you need to help her by looking into Nemesis activities.

**Mark IV:** Once you help Mark IV erase his records from the Crey computers, he'll sell you technology enhancements.

**Penny Preston:** This kid has mutation enhancements available, but you need to save her from the Devouring Earth first!

wooded areas nearby. One new threat in Founders' Falls is snipers on the rooftops. Their long-range shots can lay out a hero in one blast, and your best bet is to just keep moving.

Unfortunately, Rikti troops have also been spotted in the area, and the alien menace

provides a nasty foe for anyone in this sector of town.

No train comes here, but it's easy to get to Founders' Falls in the south of Talos Island.

## VILLAIN GROUPS

### CIRCLE OF THORNS

The Circle limits its activities in Founders' Falls to the northwest corner, away from all the prying eyes of rich folk. Be ready to face their dark powers yet again.

### THE COUNCIL

The Council's supersoldier program is going well, and they seek more people to convert to their cause from among the wealthy citizens of Founders' Falls.

### CREY

Crey Industries has a foothold in Founders' Falls, and you'll probably hear from their snipers as you travel along the Gaspee. "Hear from" roughly translates to "Be shot in the head by the dirty rotten scoundrels."

### DEVOURING EARTH

Founders' Falls directly borders the base of Devouring Earth activity, so it's no surprise that these beasts can be found here. They wander the woods to the east, and are as threatening as

ever, with their nature-based attacks being potent and horrifying.

## TRIAL CONTACTS

**Maren MacGregor:** Maren has heard of a Rikti hideout deep in the abandoned sewers. What are the aliens doing down below your feet?

**Captain James Harlan:** The Captain sends you on a series of missions that ends with the option to reset all your powers.





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## NEMESIS

The eccentric inventor is at it just as heavily as he was a hundred years ago! Nobody's quite sure how exactly that is, but it is obvious that his fanciful inventions and whimsical costumes are again in circulation...and are also as deadly as ever.

## RIKTI

Even though their invasion was repelled, the Rikti just can't take a hint. Their intrusion in Liberty Town is alarming and dangerous, as they have been known to kidnap humans for their own nefarious purposes.

## NEIGHBORHOODS

### WILLIAMS SQUARE

Difficulty: Easy  
Villain Groups: Council

Williams Square is where you can find Infernal and Numina, and several Council snipers as well. This lovely plaza's also near several privately owned docks and the local hospital.

### LOUIS FOREST

Difficulty: Medium  
Villain Groups: Circle of Thorns

The Circle's mages tend to haunt this area, where they don't expect to be interrupted as they go

about their dark rituals. Be careful if you disturb them; their powers get stronger with time, and these wizards have been around for quite awhile.

### LIBERTY TOWN

Difficulty: Medium  
Villain Groups: Council, Nemesis, Rikti

Liberty is the primary residential and business district of this area, but Rikti have been making it very dangerous lately. The Nemesis and Council soldiers don't help matters very much either. Enjoy the scenery, but watch your back.

### THE RED RIVER

Difficulty: Medium  
Villain Groups: Circle of Thorns, Crey

This district of Founders' Falls is lined with statues and fine architecture, but many Circle of Thorns and Crey soldiers nestle between the buildings. The river itself is pretty well safe, but as soon as you hit the shore, get ready to fight.

### THE GASPEE

Difficulty: Hard  
Villain Groups: Circle of Thorns, Crey

The lower-rent district of Founders' Falls, the Gaspee has several apartment and condominium buildings. Between and on top of them, you will find many Crey soldiers and Circle of

Thorns arcanists, so prepare for tough fights made tougher by the close quarters and nearby river.

### BLACKSTONE HILLS

Difficulty: Hard  
Villain Groups: Crey, Devouring Earth

Devouring Earth rampages in these hills, fighting the Crey peacekeeping force. Both groups despise heroes, so they'll turn to take you on before continuing their own battle.

### HUTCHINSON PARK

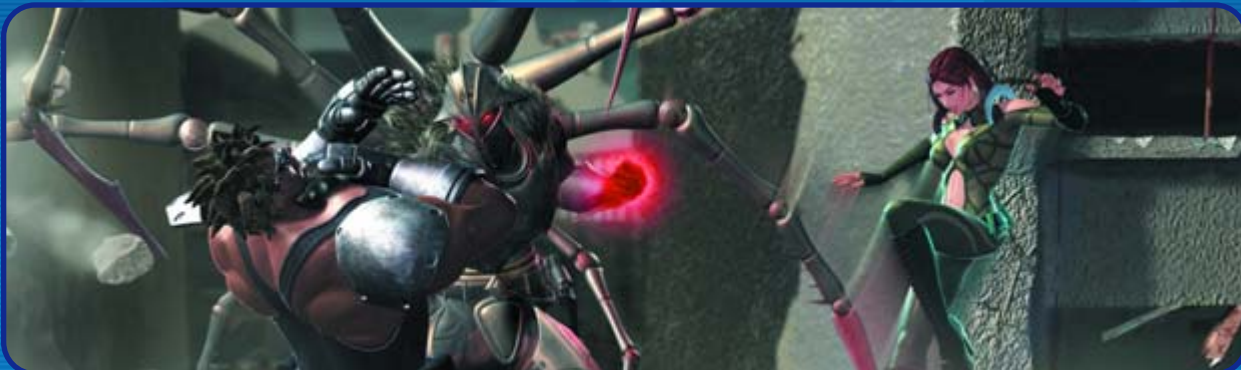
Difficulty: Hard  
Villain Groups: Devouring Earth

The southern side of Founders' Falls borders directly on Eden, and Devouring Earth defends their home for all they're worth!

### TASK FORCE MISSION START POINT

**Numina:** Numina is in Williams Square beside Infernal. She will give heroes of Security Levels 35-38 a task force that will send you all over Paragon City.

Be ready to face them in large numbers, and bring your friends, particularly if you plan to take the fight to Eden.







## GALAXY CITY

**Hospital**  
Cygnus Hospital

**Trainer**  
Back Alley Brawler

**Field Trainer**

**Yellow Line**  
Atlas Park  
Kings Row  
Skyway City  
Steel Canyon

**Gate**  
Kings Row

**Hazard Zone**  
Perez Park

**H** **Hero Field Analyst**

**C** **Contacts**  
Rachel Torres (C1)  
Kip Cantorum (C2)  
Paco Sanchez (C3)  
Shadowstar (C4)  
Freedom Corps (C5)  
Jack Wolfe (Respec)  
Field Trainer  
Supergroup Reg  
Gregor Richardson  
Pr. Kiros Nandelu  
Derek Amberson  
Rebecca Brinell  
Caitlin Murray  
Maurice Feldon (C6)

**P** **Plaques**  
Pupil (P1)  
Expert (P2)  
Intellectual (P3)  
Student (P4)  
Expert 2 (P5)

**Exploration Badges**  
Blue Shield (1)  
Bird Watcher (2)  
Brawler (3)  
Tank (4)  
Land Locked (5)



### ENEMIES BY NEIGHBORHOOD

	CLW	HEL	VAZ
<b>A</b> Freedom Court	—	1-2	1-2
<b>B</b> Equinox	—	1-2	—
<b>C</b> Orion Beltway	—	3-4	3-4
<b>D</b> Freedom Court 2	3	3-4	—
<b>E</b> Nebula District	3	3-6	3-4
<b>F</b> Constellation Row	3-6	3-6	—
<b>G</b> Gemini Park	—	5-6	5-6

### Security Level: 1-6

Galaxy City is Atlas Park's slightly seedier sister zone. The main features of the area are Freedom Park, where one can find the headquarters of the Freedom Corps, and the massive arena,

where superheroes can go to test their mettle against one another. You can find the usual dose of Hellions here, along with Dr. Vahzilok's mad scientists and a few dashes of Clockwork to add some zest. The brutish hero called

Backalley Brawler can be found in the center of Freedom Court, waiting to train heroes in their new powers and raise their Security Levels. Galaxy City is primarily a downtown area, though the concrete-and-metal





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**Prince Kiros Nandelu:** The mutant liaison to the Freedom Corps. The Prince has vital information regarding the gang war between the Skulls and Hellions.

**Gregor Richardson:** M.A.G.I.'s agent in Galaxy City, Gregor has enhancements and missions for aspiring arcanists. His area of concern is the Hellions, and who they might be reporting to.

**Caitlin Murray:** The Freedom Corps's resident technophile, Caitlin wants to research the Clockwork, without the risk of electrocution. That's where you come in, if gizmos are your thing.

**Rebecca Brinell:** Ms. Brinell is a Paragon City scientist worried about rumors of Dr. Vahzilok's less-than-pleasant bedside manner. She seeks like-minded heroes to look into these reports.

**Derek Amberson:** Derek has a bone to pick with The Council. He seeks the best and brightest (not to mention beefiest) of mere mortals to look into their sinister dealings.

**Shadowstar:** Though the Nictus are known for possessing humans for their own nefarious purposes, some of them have chosen to set things straight. Shadowstar is here to help recently-formed Warshades follow the path of justice.

**Rachel Torres:** Rachel is concerned about the Lost, and why homeless people are vanishing when they come out to play. Non-mutant humans should seek her out and save the underprivileged citizens of Paragon!

**Kip Cantorum:** Sources say that Dr. Vahzilok has implemented a live-organ-

harvesting program. Kip seeks the assistance of science-oriented superheroes to help end this travesty.

**Paco Sanchez:** If you know a few spells or have artifacts of power, Paco needs your help. The Hellions and Circle of Thorns are dealing with powers that man ought not deal with, and must be stopped!

**Maurice Feldon:** Maurice feels threatened by the Lost and Clockwork drones. Caitlin might have you speak to him after you finish working for her.

motif is broken in the southeast corner by the beautiful and dangerous Gemini Park, where gang members duke it out and strut their stuff in the open. A small industrial district hides some roving bands of metallic Clockwork monstrosities, scavenging, as usual, for scrap metal to expand their numbers. The warehouses and broken-down brick facades also hide several clusters of Vahzilok zombies and their human handlers, armed with vicious poisoned crossbows. Superheroes can find a challenge here until they reach approximately Security Level 6, at which point they can run off to the Sewer Network, King's Row, or the Hollows.

## VILLAIN GROUPS

### CLOCKWORK

Their presence in Galaxy is not as pronounced as it is in other areas of Paragon City; however, there is still ample supply of junk piles for them to rummage through. The southwest areas of this city sector have attracted the interest of these pesky overgrown wind-up toys. You can find level 3-6 Clockworks in this area, so expect Sprockets and Oscillators, along with the occasional Knight.

### HELLIONS

The Hellions have taken it upon themselves to provide developing do-gooders with a rigorous training regimen, consisting of sending the gangsters to jail over and over again. Hellions are prevalent in every section of Galaxy City; you can even find them in the parking lot of the

Freedom Corps building, just begging to be trounced. Blood Brothers and Fallen are the worst you can anticipate meeting here, though they can travel in relatively large groups. They have attracted the attentions of the magic-using community of heroes, but anyone wandering the streets will encounter hordes of the miscreants.

### VAHZILOK

Immortality is a lofty goal, and many seek it. Dr. Vahzilok's methods, however, are lacking in both results and olfactory appeal. His minions and their smelly creations can be found all over Galaxy City. Remember that the humans can and will resurrect fallen zombies, so take them out first[EM]but watch out for their poisoned crossbow bolts.



## **NEIGHBORHOODS**

### **FREEDOM COURT**

Difficulty: Easy

Villain Groups: Hellions, Clockwork, Vahzilok

Freedom Court is the central area of Galaxy City. Here you can find the Yellow Line train, the hospital, the impressive Freedom Corps headquarters, and Backalley Brawler. Further from these safe places, bad guys wreak havoc on the unsuspecting populace. Then again, with Paragon's crime rate, can they really be called unsuspecting? Hellions can be found in the parking lot directly across the street from Backalley Brawler's plaza, with Clockworks among the buildings to the south and Vahzilok zombies in the alleys to the north and west.

### **EQUINOX**

Difficulty: Easy

Villain Groups: Hellions

Equinox is a lovely modern office complex, with wide open central walkways filled with fountains and muggers. The only type of thugs you can expect to find here are Hellions. The real challenge in Equinox can be found in the Arena. This recent addition to Paragon City enables superheroes to duke it out, simple, uncivilized, and in front of a live television

audience! This neighborhood may be small, but there is plenty of excitement to be had.

### **ORION BELTWAY**

Difficulty: Medium

Villain Groups: Hellions, Vahzilok

Orion Beltway is the major shopping district in Galaxy City. The residents enjoy several grocery stores, a bowling alley, a movie theater, and live organ harvests from Vahzilok's mad doctors. The streets are relatively clean, with pleasant trees lining the wide boulevard that winds its way through the district. Few evildoers frequent this pleasant venue, but the alleys and rooftops are their safe haven. At least until you get there, with some backup. Heroes from Security Levels 1-3 will find a decent challenge here, and once you've attained levels 4-6, the neighborhood is relatively safe for the lone wolf-type hero.

### **NEBULA DISTRICT**

Difficulty: Medium

Villain Groups: Hellions, Clockwork

The companies in Paragon City either use a lot of storage space, or they enjoy providing criminals with large buildings to occupy. This neighborhood is full of warehouses, and can be dangerous for an individual hero.

Hellions and Clockwork infest the streets, alleys, and backlots of this section, and occasionally a Vahzilok harvesting squad will come to play as well. Be wary when jumping over shipping crates and cargo containers, as many well-armed goons like to hide behind them. If you come to this area with friends to watch your back, you should find a decent challenge.

### **CONSTELLATION ROW**

Difficulty: Medium/Hard

Villain Groups: Hellions, Clockwork

The requisite industrial neighborhood of Galaxy City is Constellation Row. More warehouses line the narrow streets, their broken-down brick walls more often than not containing criminals rather than consumer goods. The factories in this section produce a fair amount of wasted supplies, attracting the attentions of Clockwork automatons. Hellions view this as an invasion of their turf, and so stand guard and commit plenty of acts of petty vandalism to mark it as their territory. This area is highly dangerous to a lone hero, particularly an untested one. Make sure you only travel this section if you are looking for trouble, for you are certain to find it.





### THE HIVE

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**Trial Zone**  
Perez Park



**Exploration Badges**  
Time Bandit (1)  
Heart of the Hamidon (2)

#### Level Range: 45-50

The Hive is the center of Devouring Earth's operations, and consists of one humongous zone of horrifying monsters and certain doom for anyone crazy enough to enter without many, many friends at their back. Hamidon, the mysterious leader of the villain group, makes his abode in the center of this area, and is guarded by hordes of level 48 and higher monsters. Heroes must be level 38 to enter, though anyone who enters that early will most likely meet a hasty defeat. Gigantic wandering monsters patrol the entire zone, so sticking close to your teammates is imperative to your survival. If you can make it to the center, you'll find the bizarre leader of the Devouring Earth: Hamidon, the gigantic unicellular creature. Make no mistake, this is a very dangerous place, and only the best of the best will come out victorious.

### VILLAIN GROUPS

#### DEVOURING EARTH

Hamidon's minions want nothing more than to devour the human virus that infects the planet Earth. The monsters here are vicious and lethal, and can summon



swarms of deadly insects. Enormous Stropharia, Lattices, Quarries, and Thorns patrol the rock spires. Should you be skilled enough to survive to Hamidon, you will have to fight both the nucleus of the cell and its organelles, which defend and heal the vital center.

### NEIGHBORHOODS

#### THE HIVE

Difficulty: Very Hard  
Villain Groups: Devouring Earth

The Hive really doesn't have any separate neighborhoods. It's all one big primordial mass of rock spires and plants with gigantic monsters between them, just waiting for you to get in range.

#### ENEMIES BY NEIGHBORHOOD

**DUE**



The Hive

48-50

You should only come here with a very large group of heroes, and be ready for anything!







## THE HOLLOWS (EASTGATE)

**Level Range: 5-15**

About the same time as you're introduced to your second contact, you'll be instructed to go see Lieutenant David Wincott in the ruins of old Eastgate (now known as the Hollows because of the massive collapse in the center of the district). The Trolls, looking to expand their territory from their home in Skyway City, tried to blast a hole in the sewers beneath Eastgate to make a cavern for themselves. They did not realize that there were already larger caverns below, and the resultant cave-in demolished an enormous residential section of town.

This earth-shattering destruction awakened something below the surface, and rocky Igneous monsters can be found in the deepest pits of old Eastgate. Another side effect of the Trolls' massive new chunk of real estate was that the attention of the Outcasts was turned toward their bitter rivals. Gangs of these element-wielding thugs can also be found throughout the Hollows.

Finally, Circle of Thorns mages have been seen in the hills near the Red River, possibly investigating the force behind the bizarre rock monsters. The ruins of this formerly quiet neighborhood now serve as a battleground for fights both old and new, and can very easily overwhelm heroes who are unprepared for the vicious battles that await.

- Gate**  
Galaxy City  
Skyway City  
Steel Canyon
- Hazard Zone**  
The Tunnels
- Contacts**  
Flux (C1)  
David Wincott (C2)  
Talshak the Mystic (C3)  
Julius the Troll (C4)
- Special Conactcts**  
Karsis
- Plaques**  
Digger (P1)  
Digger 2 (P2)  
Digger 3 (P3)  
Digger 4 (P4)
- Exploration Badges**  
Gangland Fury (1)  
Geologist (2)  
Seeker of Monsters (3)  
Parapsychologist (4)  
Backwoodsman (5)



### ENEMIES BY NEIGHBORHOOD

	COT	HEL	MOI	OUT	TRO	WAR
<b>A</b> Cherry Hills	—	5-8	—	5-8	5-8	5-8
<b>B</b> Eastgate Park	5-8	—	—	5-8	5-8	—
<b>C</b> Eastgate Park 2	9-11	—	—	9-11	9-11	—
<b>D</b> Cherry Hills	—	9-11	—	9-11	9-11	9-11
<b>E</b> Four Seasons	—	—	—	9-11	9-11	—
<b>F</b> Four Seasons 2	—	—	—	12-15	12-15	—
<b>G</b> Grendel's Gulch	—	—	13-15	—	12-15	—
<b>H</b> Eastgate Heights	12-15	—	13-15	12-15	12-15	—
<b>I</b> Red River	12-15	—	13-15	12-15	12-15	—





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## CONTACTS

**Lt. David Wincott:** Lt. Wincott is in the only safe place in Eastgate, overseeing police operations in the district. He has a personal interest in the area, as his son was kidnapped here.

**Flux:** An undercover cop tasked with infiltrating the Outcasts, Flux acts as an informer to heroes. He can point you

toward several Outcast bases, and even some of his "adopted" gangs' rivals' lairs.

**Julius the Troll:** Julius doesn't like what the Superadine has done to his body, nor does he enjoy the rule of Atta. He sends heroes on several missions to undermine the Troll activities in Eastgate.

**Talshak the Mystic:** The mysterious magician Talshak hides in a burnt-out shell of a building in the deep hole in the Hollows. He is seeking the portal to the Cavern of Transcendence, but is concerned that the Trolls and Igneous will get in his way.

## VILLAIN GROUPS

### CIRCLE OF THORNS

The Circle of Thorns in the Hollows can be found in the more dangerous southern areas of Eastgate, along the riverbank and in the hills. Tales of a mystical gateway beneath the ground have brought them here, and they will not let a few puny heroes get in the way. Their Madness and Ruin mages can quickly disarm entire groups of heroes, so tread carefully when in Circle territory!

### HELLIONS

The few Hellions you will encounter here are usually at the mercy of the Outcasts and Trolls. If you rescue them, however, be prepared for them to join ranks with your targets; they hate heroes even more than they dislike their rivals.

### MINIONS OF IGNEOUS

The stony beasts of the Igneous force began appearing after the Hollowing decimated Eastgate. These animated lava rocks have rough, abrasive skin that can cause massive wounds, and the fact that they are made of pumice makes them surprisingly light and agile! Their Magmite bosses pose an even greater threat, for underneath their glowing skin is liquid hot magma.

### OUTCAST

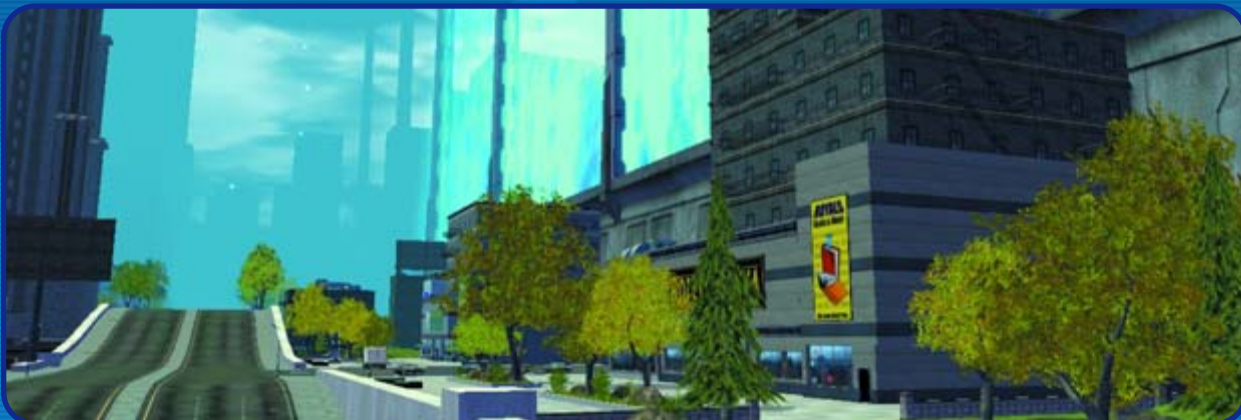
The Outcasts moved into the Hollows in response to the Troll expansion, and now fight a vicious war with their rivals in the northern half of the zone. They travel in large groups throughout Cherry Hills and Four Seasons, for protection from the Trolls. Expect to encounter all types of Outcasts here, including Lead Bricks and other bosses.

### TROLLS

Since the Trolls made the Hollows what they are today, they can naturally be found all over the place, from the crumbling buildings of Cherry Hills, all the way down into the Red River. Jutals and Gardvords accompany large groups of weaker brutes, and can hastily pound an unalert hero into the ground. The Trolls near Red River have been seen planting bombs; make sure you watch for them if you go for a wade!

### WARRIORS

Warriors are very infrequently encountered in the Hollows, but their skill with archaic steel is quite impressive. These psychotic LARPer would love to test their techniques on real heroes.





## NEIGHBORHOODS

### CHERRY HILLS

Difficulty: Medium

Villain Groups: Trolls, Outcast, Hellions, Warriors

Cherry Hills is the safest area of the old Eastgate development, but that's not saying much. The police have a small stronghold here, and a few drones in case of emergency. The buildings that aren't burned to the ground have been long since abandoned by all but the gangs, and probably wouldn't be up to code anyways. The actual hills usually have several clusters of goons on them, and can be difficult to navigate and dangerous for small groups or lone heroes.

### FOUR SEASONS

Difficulty: Medium-Hard

Villain Groups: Outcast, Trolls

Most of the action of the war between the Outcasts and Trolls happens here, among the largest cluster of standing buildings in the area. Many of the inner edges of this neighborhood are right against the sharp drop into Grendel's Gulch, so traveling heroes should watch their step. The battling gang members do not stick to the sidewalks, either; the lack of traffic means that they go wherever they darn well please. Watch where you're going very carefully, or you'll be on a one-way trip to the nearest hospital.

### GRENDel'S GULCH

Difficulty: Hard

Villain Groups: Igneous, Trolls

The massive pit formed by the Hollowing has several sharply slanted sections of roadway in it, with collapsing buildings, deep

pits, and plenty of entrenched thugs. The furthest depths appear to have rocks littering the ground, but when you approach them, the boulders will stand and fight you. Navigating here is difficult without some sort of travel power.

### RED RIVER

Difficulty: Hard

Villain Groups: Circle of Thorns, Outcast, Trolls

The primary threat in the river itself is the mass of Trolls planting bombs along its bed. Circle mages also line the banks, their disturbing chants filling the air. Julius the Troll is on a bridge near the picnic pavillion here, brooding over what his old gangmates are up to.

### EASTGATE PARK

Difficulty: Medium

Villain Groups: Circle of Thorns, Outcast, Trolls

Eastgate borders on the Skyway City entrance to the Hollows, and a small picnic area marks the small safe spot near the gates. Circle mages dominate the area, sometimes using Outcasts or Trolls for their own nefarious purposes. Many of the hills in this area are quite steep and difficult to navigate, but at least the view is pretty.

### EASTGATE HEIGHTS B

Difficulty: Hard

Villain Groups: Circle of Thorns, Igneous, Outcast, Trolls

The tall hills in the southeast of the Hollows hide many small caves, and Circle mages seem to have been using these as hideouts for a long time. A few Trolls can be found in the northern section of this lovely area, and the occasional Pumicite

beast even pops up here. This is the most dangerous part of the district, thanks in no small part to the terrifying Ruin and Madness Mages who can turn the earth and your own team against you!

### TASK FORCE MISSION START POINT

**Karsis:** After you complete the missions given to you by Talshak the Mystic, he will send you to see Karsis, a Circle mage he's taken control of. Karsis will unwillingly send you on a task force to rescue the son of Lieutenant Wincott, and can be found at the end of the Red River neighborhood.







### INDEPENDENCE PORT

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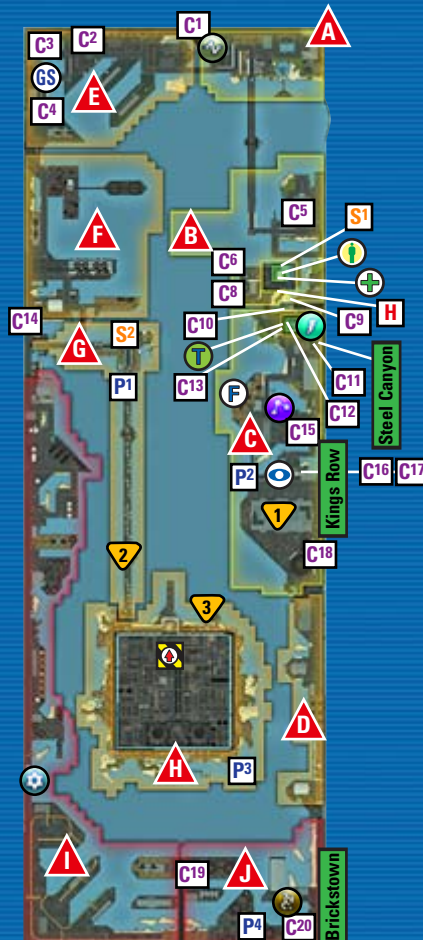
PVP

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- Trainer**  
Aurora Borealis
- General Store**
- Magic Store**  
Tabitha Fabish
- Mut. Store**  
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Future Dynamics
- Sci. Store**  
Deimos Innovations
- Tec. Store**  
Exarch Industries
- Tailor**
- Ferry**  
To Striga Isle
- Green Line**  
Brickstown  
Croatoa  
Steel Canyon  
Talos Island
- Gate**  
Brickstown  
Kings Row  
Steel Canyon
- Trial Zone**  
Terra Volta

- Hero Field Analyst**
- Contacts**  
Georgia Fields (C1)  
Justin Greene (C2)  
Kirsten Woods (C3)  
Wilson Eziquerra (C4)  
Justine Kelly (C5)  
Christine Lansdale (C6)  
Aswin Lannister (C7)  
Collin Larson (C8)  
Dr. Cheng (C9)  
Laura Brunetti (C10)  
Rondel Jackson (C11)  
Laurie Pennington (C12)  
Oswald Cuthbert (C13)  
Lorenzo Tate (C14)  
Kevin Cordell (C15)  
Dennis Ewell (C16)  
Melanie Peebles (C17)  
Jake Kim (C18)  
Amanda Loomis (C19)  
Wilma Peterson (C20)
- Special Contacts**  
Sister Psyche (S1)  
Jane Hallaway (Respec) (S2)
- Plaques**  
Authority (P1)  
Authority 2 (P2)  
Historian (P3)  
Researcher (P4)
- Exploration Badges**  
Vigorous (1)  
Valorous (2)  
Crey Havoc (3)



#### ENEMIES BY NEIGHBORHOOD

	CNL	DUE	FAM	FRK	SKY	TSD
Wave Landing	—	—	22-24	—	—	22-24
Bell Point	22-24	—	22-24	—	—	22-24
Crey Cove	22-25	—	22-25	22-25	22-25	—
Steel Pier	25-26	—	25-26	25-26	25-26	—
Industry Pier	25-26	—	25-26	—	—	25-26
Patriot Wharf	25-26	—	25-26	25-26	25-26	—
Valor Bridge	25-28	—	25-28	25-28	—	25-28
Power Island	25-27	25-27	25-27	—	25-27	25-27
Liberty Quay	27-29	—	27-29	—	—	27-29
Justice Quay	27-29	—	27-29	27-29	27-29	27-29



### Level Range: 22-29

Independence Port is the industrial shipyard district. This is the location where Atlas and several other heroes gave their lives in World War II when the Fifth Column attempted to invade.

It is also heralded as a great place for solo fighters to go, as The Family tends to travel in small groups ripe for the picking along the north and east sections. There is quite a diverse selection of enemies here for heroes to arrest, with a nice assortment of The Tsoo and The Council along the shore. Missions also have you fighting Freaks and Sky Raiders in the buildings.

The docks along the south and west sides of the district are very rough areas, and unlike the other sides of the port, you may want to have friends along for the ride. This is also the location of Lusca, a gigantic mutated octopus who haunts the shipping lanes.

### TRIALS

*Jane Hallaway can help heroes learn how to modify their training and maybe even learn entirely different powers. Her task culminates in you being able to entirely reselect your powers and enhancement slots.*

## VILLAIN GROUPS

### THE COUNCIL

The Council maintains a presence in the area where their Column forebears fell so long ago, and they can be seen spouting their propaganda throughout the entire district. Heroes will find pretty much everything The Council's got in this zone, from their standard soldiers to their eerier experiments and even nasty robots.

### DEVOURING EARTH

The minions of Hamidon are only found around Power Island along

## CONTACTS

**Dr. Cheng:** The Banished Pantheon cult has some disturbing powers. Dr. Cheng wants their evil put to rest.

**Amanda Loomis:** The Tsoo seem to have set their sights on expansion, but the criminals can't be allowed to gain a bigger foothold in Paragon City. Help rid the city of their mystical machinations by talking to Amanda.

**Dennis Ewell:** Dennis does not like The Tsoo one bit, and he needs heroes to help him investigate their dark plans.

**Justin Greene:** The Sky Raiders have been terrorizing the citizens of Paragon City for too long. Justin needs you to find out where they are and put a stop to it.

**Oswald Cuthbert:** The flying mercenaries known as the Sky Raiders have been spotted in Independence Port. You have been tasked with investigating them.

**Rondel Jackson:** Rondel has heard reports of flying soldiers stealing weapons and technology from local labs. He seeks heroes to quell the incursions.

**Wilson Eziquerra:** Mr. Eziquerra is worried about the rise in Sky Raider activity as well, and needs someone with a hankering for justice to put them in their place: jail.

**Georgia Fields:** Far from hating the Lost, Georgia has pity on their plight and needs you to test a device to reverse their horrible mutations.

**Justine Kelly:** The Lost might have mutated willingly, or been subjected to it by force, but now they are horrifyingly twisted. Justine needs a hero to try out the Genetic Restabilizer on them.

**Kevin Cordell:** Kevin has a Genetic Destabilizer in need of testing. Find some Lost and help them, the fun way.

**Kirsten Woods:** The Lost's bizarre Rikti-resemblance is a disturbing mutation, and only the device Kirsten has can help reverse the process.

**Melanie Peebles:** The final Genetic Restabilizer is in the hands of Melanie Peebles, but she gladly lends it out to anyone willing to see how it works. Find some Lost mutants and help them find their humanity again.

**Jake Kim:** Jake has heard of the horrendous Freakshow and sends defenders of Paragon City on a search for some recently stolen devices.

**Wilma Peterson:** The Freakshow's eerie self-modifications and fixation on technology have led to their recent "acquisition" of military equipment. Find

it before they can wreak some real havoc!

**Laura Brunetti:** Laura has information regarding the Banished Pantheon's recent activities as well as the Circle of Thorns' hunt for a lost city. Doing her tasks makes heroes face dark powers beyond their wildest dreams.

**Laurie Pennington:** Laurie has made contact with a member of the Warriors who wishes to leave the gang. He asked for you by name, so it's time to go and assist a reforming criminal.

**Christine Lansdale:** Christine is worried about the Sky Raider activities in Paragon City. Her task helps you uncover a large amount of their history and motivations.

**Lorenzo Tate:** Lorenzo's investigation into the Devouring Earth has hit a dead end. Heroes need to pick up where he stopped.

**Collin Larson:** The Freakshow's activities today are remarkably well-organized, an oddity for the cybernetic creeps. Collin wants heroes to protect the citizens from the vicious bionic men.

**Ashwin Lannister:** Ashwin has information regarding both the Warriors and The Council. Her tasks require you to take in an exotic mix of criminals.





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the littered beaches that surround Terra Volta. They come in small groups but are still better suited to numbers of heroes rather than individuals. Nearer the entrance to the reactor, they can be found fighting The Council, The Tsoo, and The Family.

### THE FAMILY

The Family mobsters have a firm grip on the shipping industry in Independence Port, and they are the most prevalent villains. They are often seen trying to do business with The Council, but peace between the two groups is tenuous at best. On the island around Terra Volta the groups often come to blows. The Family are usually in small groups and are well suited to be taken by soloers, but be careful nonetheless—these cigar-chomping snazzy dressers can be very wily.

### THE FREAKSHOW

The Freakshow in Independence Port are usually found in missions. The cyborg juicers are



well known and feared in this district because of their ruthless attacks and rabid thirst for destruction.

### THE TSOO

The Tsoo have often tried to displace The Family as the primary power in Independence Port, but have thus far been unsuccessful. The gangs can be seen fighting in the streets and along the docks, and The Tsoo pull out all the stops. You'll find ancestor spirits, sorcerers, ink men, and even some super-powered bosses.

### THE SKY RAIDERS

As with the Freakshow, members of the Sky Raiders are primarily found in missions. You may be ambushed in the streets after fighting them indoors, but for the most part they steer clear of Independence Port.

## NEIGHBORHOODS

### CREY COVE

Difficulty: Medium

Villain Groups: The Council, The Family, Freakshow, Sky Raiders

Crey Cove is the hub of the technology giant's operations in Independence Port, and also the location of the Green Line tram. The Council and The Family are frequently encountered at the lower end of the district's level range and are a good challenge for solo heroes. The tunnel to Steel Canyon can also be found here should you wish to return to Hide Park.

### BELL POINT

Difficulty: Medium

Villain Groups: The Council, The Family, The Tsoo

Bell Point is the location of Aurora Borealis, Sister Psyche, and the

hospital. Aurora can train you in new powers, and Sister Psyche has a Task Force for eager groups of heroes. The rivalry between the three main villain groups can be plainly seen here, and you will find plenty Councilmen, Family goons, and Tsoo fighters to bring in.

### WAVE LANDING

Difficulty: Medium

Villain Groups: The Family, The Tsoo

Wave Landing is well-suited to a solo adventurer. The Family and The Tsoo both vie for control of this neighborhood, which is the one of the two smallest neighborhoods in Independence Port.

### INDUSTRY PIER

Difficulty: Medium

Villain Groups: The Council, The Family, The Tsoo

The beginning of the industrial dockyards, Industrial Pier has two large docks that jut out into the port. Many thugs can be found among the stacks of shipping containers. Most of the villains here are in the 25-26 range, so lower level heroes may want to bring a group along for protection.

### PATRIOT WHARF

Difficulty: Medium

Villain Groups: The Council, The Family, Freakshow, The Tsoo

Patriot Wharf is home to the very unpatriotic propaganda of The Council and the protection racket of The Family. The shipyard here has a grand view of the waterway and the towering wall and shield surrounding the warzone of Terra Volta. Villains here are about as tough as those along the Industry Pier.



## VALOR BRIDGE

Difficulty: Medium

Villain Groups: The Council, The Family, Freakshow, The Tsoo

The main way to Power Island for those who don't wish to get their spandex and leather wet is Valor Bridge. This narrow walkway is covered with three rival gangs and the rare Freakshow cyborgs. The path to Terra Volta is a long and arduous battle, and the name is appropriate, as only the most valorous heroes make it all the way to the island.

## POWER ISLAND

Difficulty: Medium

Villain Groups: The Council, Devouring Earth, The Family, Sky Raiders, The Tsoo

The island surrounding Terra Volta is narrow but large. The square walls of the Reactor District have many power stations along their outside, and Devouring Earth walk the beaches. The other gangs can also be found in the more developed sections, fighting one another in small groups—a perfect challenge for individuals.

## STEEL PIER

Difficulty: Medium

Villain Groups: The Council, The Family, Freakshow, Sky Raiders

Steel Pier is a very small neighborhood in the port, and is home to The Family and Council members. The villains here are on par with level 25-26 heroes. The challenge isn't too rough, so this area is also a good bet for soloers. If you want to avoid Valor Bridge, Power Island is only a big leap away from the piers.

## LIBERTY QUAY

Difficulty: Hard

Villain Groups: The Council, The Family, The Tsoo

Liberty Quay is the largest neighborhood in the port and also one of the most dangerous. Very strong Family men and Tsoo soldiers are found here, their fighting more vicious than ever. In addition to these land-based threats, the vicious gargantuan octopus, Lusca, has been seen in the waters nearby. Strong heroes who wish to attack here should make sure they are ready for a prolonged and dangerous battle.

## JUSTICE QUAY

Difficulty: Hard

Villain Groups: The Council, The Family, Freakshow, Sky Raiders, The Tsoo

Justice Quay is Liberty Quay's smaller sister neighborhood, and Lusca can also be found in the waters near this area. In addition to the voracious cephalopod, plenty of Council, Family, and Tsoo thugs can be found along the piers in this area. Seasoned heroes may be able to take on the thugs solo, but if they start to bring out the big guns, so should you.

## TASK FORCE MISSION START POINT

*Sister Psyche can be found beside Aurora Borealis in Bell Point. Her Task Force will send you out to hunt the Freakshow's twisted cyborgs.*





## APPENDICES

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### Level Range: 5-10

The first thing you notice as you disembark from the Yellow Line train in King's Row is the general state of dilapidation in the area. The buildings' bricks are faded and weathered, the water in the aqueduct is murky and polluted, and the industrial regions are hazardous, with crooked stacks of shipping containers providing shelter for all manner of miscreants.

The pervasive gang in King's Row is a group of death-worshipping thugs known as the Skulls. Their stranglehold on the local crime market is not threatened by the small presence of Clockworks, Vahzilok, and Lost, as all the groups pursue different goals. Those who wander into King's Row quickly find themselves at gun or knife point. At night, the rooftops of many buildings light up with a sickly green light as the Circle of Thorns attempt new and powerful magicks...with the intention of using the blood of innocents as a powerful focus.

## VILLAIN GROUPS

### CIRCLE OF THORNS

The Circle of Thorns mages always seek to enhance their knowledge of the dark mysteries of the universe. In King's Row, they can frequently be found on rooftops, where they use kidnapped victims to perform grisly rituals. They are primarily located in the Gish, atop the many apartment buildings. Most of the groups consist of Thorn Wielders and guards, with a Life or Energy Mage along to ensure things run smoothly. Your job is to ensure that they don't.

## CONTACTS

**Genevieve Sanders:** Beside the hospital, Genevieve looks for arcanists to aid her. The Skulls and Circle of Thorns pose a grave threat to the city's magic-users and population at large, and she can help you take the fight to them.

**Juan Jimenez:** One of three people in King's Row who deals with mutant superheroes, Juan has inside information on the turf war between the Skulls and Hellions.

**Linda Summers:** Another friend of mutants, Linda is concerned about the rampant activity of the Skulls in Paragon City. To rid the streets of the menace, she helps you locate some of the gang's leaders.

**Ron Hughes:** The final mutant contact in King's Row, Ron has

knowledge of some Skulls who are dealing with the designer drug Superadyne.

**Vic Johansson:** A Paragon City PD officer, Vic is concerned about the mysterious powers of the Circle of Thorns, and the threat they pose to normal citizens. Talented superheroes should find work from him.

**Samuel Pierce:** Another scientist concerned with the rising number of Vahzilok's followers, Sam wants to see the streets cleared of the psychotic doctor's rotten creations.

**Paula Dempsey:** The Clockwork have a disturbingly high interest in the power stations of King's Row. Even the Skulls are alarmed by this, and Paula wants to break up the fight before anyone is seriously hurt.

### CLOCKWORK

There are two things the Clockwork seem to be attracted to: salvageable metal to enlarge their king's horde of rusty robots, and electricity. Both can be found in ready supply in King's Row, between the power stations of the Gish and Industrial Avenue, and in the oxidizing scrap piles of the Royal Refinery and the King Garment Works. Unfortunately, not all of the steel they are harvesting is already in the trash. They pose a great threat to Paragon City's power grid; they can be found among the transformers on the ground and on the upper levels of the power line towers. Some of them feverishly work to assemble larger, nastier bots, such as the enormous hard-hitting Paladin model. You can even find a few Dukes among the Clockworks in this area. Clockwork robots can be found in every neighborhood of this zone.

### HELLIONS

The Hellions have a very minor foothold in King's Row, and the Skulls are feverishly working to rid the area of their influence. Hellions can be found battling Skulls in the Gish, High Park, and Industrial Avenue. They're usually







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in the middle of a group of threatening Skulls, but the two groups will swiftly join forces when attacked by heroes.

### THE LOST

Along the south side of Industrial Avenue, one can find groups of drifters listening intently to the words of bizarre street preachers. The drifters are attired in football helmets and stop signs, or wearing empty televisions on their heads, and some are freakishly large mutants. These individuals are members of a mysterious group known as the Lost, who seem to be based in the Paragon City sewer network. They possess odd weapons that appear to be Rikti technology, and the mutated ones seem to have Rikti features.

The Lost can be found not only along Industrial Avenue, but also in High Park and Royal Refinery. They usually stay pretty close to sewer grates for quick escapes.

### SKULLS

The Skulls are a gang of death-worshippers, adorned with skeletal masks to strike fear into the hearts of the general populace. These morbid hooligans stalk every neighborhood of King's Row. They are also thought to be engaging in the drug trade, handling a small Superadyne operation in High Park. These thugs follow the same basic rank structure as the Hellions, with Gravediggers at the bottom rung, Death's Head Gunners and Buckshots at the next level, and Bone Daddies as their leaders. Of these three ranks, the lower two are normal humans, but Bone Daddies have strange dark powers that can easily lay waste to unsuspecting or lone heroes.

### TROLLS

Trolls have been seen in High Park, probably because of the Skull's dealings with Superadyne, the designer drug that makes the trolls the vicious killing machines they are. They are few and far between and can be found chatting it up with Skulls. These green-skinned monsters pack a mean punch, but they are not nearly as dangerous as they are in their home base, the Hollows.

### VAHZILOK

The bad doctor's forces have a heavy influence in King's Row, with large groups of zombies, Mortificators, and Reapers to threaten travelers. They've also brought out the eerie Eidolons, whose strange powers can wreak havoc with your defense and attacks. Vahzilok's minions are not as prevalent as Skulls, but they can still be found in every neighborhood of King's Row. They are especially populous around the King Garment Works, often hiding behind the enormous factory or even on its rooftop walkways.

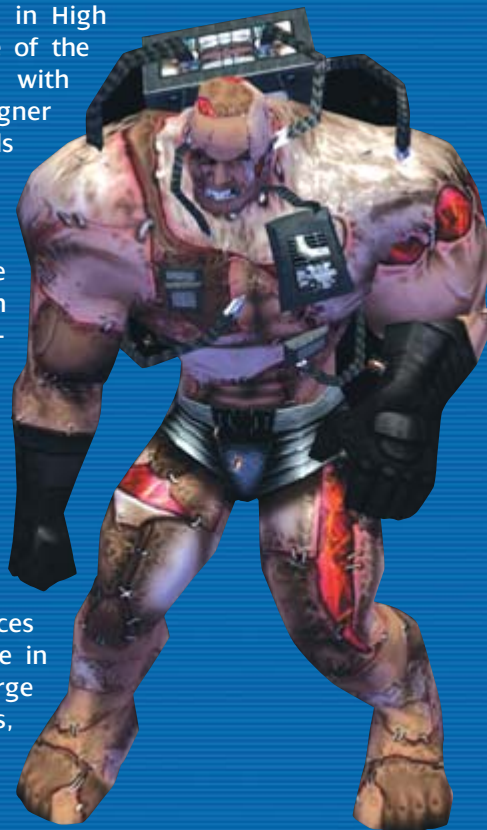
## NEIGHBORHOODS

### FREEDOM PLAZA

Difficulty: Easy

Villain Groups: Clockwork, Skulls, Vahzilok

The safest section of King's Row is Freedom Plaza, directly around the Paragon City Police Department's headquarters. Blue Steel can be found here, ensuring that rising superheroes learn to



use their new abilities. The Yellow Line train station is close by, as is Crowne Memorial Hospital. The bad guys tend to give this area a wide berth, but you can still encounter a few straggling robots or zombies, which are easy pickings for lone heroes of security levels 5-7.

### THE GISH

Difficulty: Easy/Medium

Villain Groups: Circle of Thorns, Clockwork, Hellions, Skulls, Vahzilok

The residential district of King's Row contains block after block of rundown brick apartment buildings. Skulls loiter in the alleyways, along with Vahziloks and the occasional Clockwork. These groups can also be found atop the buildings. At night, the Circle of Thorns will come out to play, bringing defenseless victims





with them as spell focuses. These spell focuses have the unfortunate side effect of rendering the victim dead, so heroes are readily encouraged to stop these proceedings if they happen upon them. Small groups of level 5-9 heroes can find plenty of action here.

### **AQUEDUCT**

Difficulty: Medium

Villain Groups: Circle of Thorns, Clockwork, Skulls, Vahzilok

The Aqueduct carries much of the water supply of Paragon City, and the neighborhood overlooking it is littered and rundown. The usual King's Row rogue's gallery can be found here—Clockworks attempting to build their monstrous Paladin construct, Skulls coming out of every hole in the sidewalk, Vahziloks pestering people to come into dark alleyways, and even the occasional Circle mage trying to leech power from passersby. The water around the pipe is polluted and filthy, and not a very good place to wash your tights. Duos or trios of level 5-8 heroes should be able to stir up a ruckus here. The King's Row sewer entrance can be found in this neighborhood.

### **INDUSTRIAL AVENUE**

Difficulty: Medium

Villain Groups: Clockwork, Hellions, Lost, Skulls, Vahzilok

This area contains much of the power grid of Paragon City, and of course attracts the miniature mechanical men of the Clockwork King's court. They have a Paladin construction site near the southwestern edge of this neighborhood. Skulls and Lost can be found along the southern edge of this neighborhood on either side of the road. Vahzilok infest the

back alleyways—zombies on the street corners tend to smell up the place and make fresh victims hard to find. The warehouses along this boulevard also have large shipping areas with shipping containers that hide many groups of miscreants. This neighborhood has plenty of challenges for small groups of level 6-9 heroes.

### **ROYAL REFINERY**

Difficulty: Medium

Villain Groups: Clockwork, Lost, Skulls, Vahzilok

The smallest neighborhood in King's Row is home to the Royal Refinery, its storage tanks, and the thugs who enjoy the industrial ambience. The Clockwork are working on yet another Paladin machine here, and if they can finish it, heroes may have more of a challenge than they can handle. The Lost also frequent the area immediately around the refinery, and Skulls and Vahziloks can be found here.

### **KING GARMENT WORKS**

Difficulty: Medium

Villain Groups: Circle of Thorns, Clockwork, Hellions, Skulls, Vahzilok

The namesake of King's Row is King Garment Works, a massive textiles factory that takes up nearly the entire western side of the city. When apartments that sprung up around it housed the workers in decades past, King's Row was born. Now the factory serves as a villain hangout, and you can find Vahziloks from the shipping sections all the way to the factory catwalks on the roof. Skulls, Clockwork, and Circle of Thorns also hang out in the area, looking for trouble, scrap, and victims. This area is

dangerous to lone vigilantes, so you should bring along at least one compatriot.

### **HIGH PARK**

Difficulty: Medium

Villain Groups: Clockwork, Hellions, Lost, Skulls, Trolls, Vahzilok

High Park has several high-rise apartment and condominium buildings, along with a couple of office towers. The only local ruffians who don't haunt this area are the Circle of Thorns. Skulls and Trolls can be seen discussing their latest Superadyne business, and Vahzilok street clinics are in their typical alleyways. The enemies in this neighborhood will provide cannon fodder for heroes all the way to security level 10.















### PEREGRINE ISLAND



-  **Hospital**  
Aquarius Hospital
-  **General Store**  
Ghost Falcon
-  **Ferry**  
Talos Island
-  **Trial Zone**  
Firebase Zulu  
Rikti Crash Site
-  **Arena**
-  **Hero Field Analyst**
-  **Contacts**  
Tina Macintyre (C1)  
Unai Maylor (C2)  
Harvey Maylor (C3)  
Maria Jenkins (C4)  
Crimson (C5)
-  **Plaques**  
Academic (P1)
-  **Exploration Badges**  
Portal Parter (1)

#### ENEMIES BY NEIGHBORHOOD

		CAR	COT	CRY	DUE	MLT	NEM	RTI
	Bayside Docks	41-43	—	—	41-43	41-43	41-43	41-43
	Curry Cove	44-47	—	—	—	44-47	44-47	44-47
	Nelson Borough	44-47	—	—	—	44-47	44-47	—
	Poseidon Square	48-50	—	48-50	—	48-50	48-50	—
	Portal Court	—	48-50	—	—	—	—	—
	Mera Heights	48-50	48-50	48-50	—	—	48-50	—
	Cutlass Isles	—	—	—	48-50	—	—	48-50
	Tempest Quay	—	—	—	48-50	—	—	—



## CONTACTS

**Tina Macintyre:** Tina is a scientist at Portal Corp, and her missions sends you all over the multiverse, investigating strange signals and fighting alternate versions of this Earth's villains.

**Harvey Maylor:** Harvey needs a hero to look into the activities of the creepy Carnival of Shadows. His tasks allow you to learn the history of the group.

**Crimson:** The Malta group wants to bring all superpowers, everywhere,

under their control. You can stop them with Crimson's information and your power.

**Unai Kernen:** Unai's dimension-hopping missions take you all over the multiverse, and they even allow you to take out the vicious leader of the Freakshow!

**Maria Jenkins:** Maria's missions take you to Praetorian Earth, an alternate dimension where the Statesman and

our other heroes are evildoers. Get ready for the fight of your life—you'll never look at Earth's heroes the same way again.

**Ghost Falcon:** Ghost Falcon traveled to our earth from his own dimension, and if you help close a threatening portal he found on the way, he sells you level 50 enhancements.

### Level Range: 40+

Very easily the most dangerous regular sector in all of Paragon City, Peregrine Island is home to terrifying monsters, creepy women in kabuki masks, giant robots, and even extra-dimensional entities. Portal Corp is headquartered here, and their building houses a portal to an unearthly dimension.

Snipers can be found on many rooftops, and most of the islands here will spell certain defeat for heroes who come here as soon as they hit Security Level 40. The main island is accessed by ferry from Talos Island, and it is a mass of tall buildings inhabited by vicious enemies on every corner, in every alley, and on every rooftop. This is also the only regular zone with no trainer for heroes who are ready to improve.

Peregrine Island is also the home of yet another Arena for heroes to duke it out in front of an audience. If you're up for the challenge, Peregrine should provide an enjoyable evening of justice.

## VILLAIN GROUPS

### CARNIVAL OF SHADOWS

These bizarre characters' headgear gives them formidable powers. The men are sealed in helmets that increase their physical prowess, and the women wear masks imbued with human souls that give them scary mental powers. They are powerful foes, driven by their mad conception that the Rikti invasion was a diabolical attempt by the forces of Hell wishing to take over the planet.

### CIRCLE OF THORNS

The Circle of Thorns sees great potential in the Portal Corporation's exploration. If they can find dimensions with like-minded sorcerers, who knows what havoc they could wreak?

### CREY

Crey is here to keep the peace. A peace without non-Crey-affiliated heroes. Their snipers watch the roads and gladly shoot you as you make your way to Portal Corp. Beware of Paragon Protectors as well; their superpowers may easily be a match for your own.

## DEVOURING EARTH

Hamidon's minions can be found on the shores near where the ferry lands as well as on the islands to the north of Peregrine proper. The monsters to the north are among the most frightening the group has to offer, and they easily tear apart heroes crazy enough to assault them alone.

### MALTA GROUP

After the Might for Right act, which allowed governments to sanction and control superhero activity, was overturned, the intelligence committees of the world met on the island of Malta and decided to form a group to control superhumans. Thus, the Malta Group was formed. These formidable people use advanced technology and powerful weapons to keep supers in line, and if they can't control a superhero, well, the world can be one hero short.

### NEMESIS

The most powerful inventions of Nemesis can be found on Peregrine Island, ticking, tocking, and pinging their way to the destruction of superheroes. Their fanciful curves and delicate





filigree does not mean the weaponry is any less powerful and deadly.

### RIKTI

The Rikti in the Peregrine region are your typical alien invaders with ray guns and body armor, but the Cutlass Isles to the north are home to the mindless, vicious Rikti Monkeys. These ugly little things are very nasty foes, and if you are insanely brave enough to hunt them alone, you'll get what's coming to you.

## NEIGHBORHOODS

### BAYSIDE DOCKS

Difficulty: Medium

Villain Groups: Carnival, Devouring Earth, Malta, Nemesis, Rikti

The Bayside docks are home to a large number of diverse foes, and you get to fight everything from aliens to giant robots to circus strongmen. Nevertheless, this is the safest place on Peregrine Island, even if you have to tread carefully.

### CURRY COVE

Difficulty: Medium-Hard

Villain Groups: Carnival, Malta, Nemesis, Rikti

This narrow strip of real estate is home to many strong villains who would be thrilled to put you in the hospital, conveniently located right next door. Watch your step: if you go into the wrong place unaided, you find yourself face to

face with strong opponents who can and will pound you into the ground.

### NELSON BOROUGH

Difficulty: Medium-Hard

Villain Groups: Carnival, Malta, Nemesis

Nelson Borough is the location of the Arena and the requisite evildoers who frequent the neighborhood. You need to be careful and give the stronger enemies a wide berth or bring your friends along for the ride.

### POSEIDON SQUARE

Difficulty: Hard

Villain Groups: Carnival, Crey, Malta, Nemesis

In Poseidon Square, Crey snipers line the rooftops, waiting to take out passing heroes. There are also plenty of Carnies, Malta mercs, and Nemesis contraptions. This zone is rough but doable, as long as you stay on the move. Portal Corp is right ahead, and you can make it!

### MERA HEIGHTS

Difficulty: Hard

Villain Groups: Carnival, Circle of Thorns, Crey, Nemesis

More Crey snipers stand with rifles at the ready. You can chase them down, but it's really not worth the effort as long as you don't let them shoot you. This is a dangerous zone to stay in for long periods of time due of the snipers. Your best bet is to hurry through and get someplace safe.

### PORTAL COURT

Difficulty: Hard

Villain Groups: Circle of Thorns

The main plaza of Portal Court is relatively safe, though you may be the victim of a last-minute sniper shot as you enter. Circle of Thorns wizards have been seen trying to break in, and should you encounter them, be ready for a tough fight. Inside the Portal Corp building, you can find the gate to the Shadow Shard and Firebase Zulu.

### CUTLASS ISLES

Difficulty: Hard

Villain Groups: Devouring Earth, Rikti

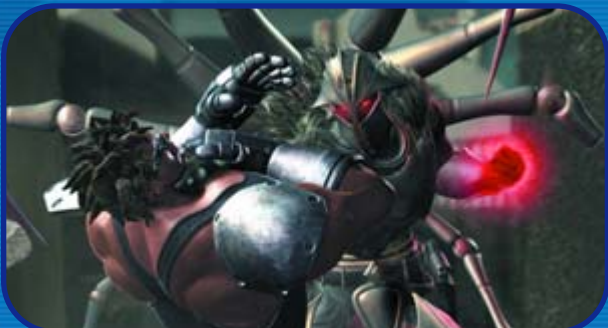
Sure, earth monkeys are cute, but what if they were infused with Rikti genetics? The result is anything but pretty. These vicious little monstrosities will tear heroes to shreds. The smaller island to the south also houses some of Hamidon's more vicious monsters.

### TEMPEST QUAY

Difficulty: Hard

Villain Groups: Devouring Earth (monsters)

This isle is home to the strongest monsters of Devouring Earth. Heroes will definitely want to have many friends along. The island itself seems to have revolted against humanity, with a special grudge against heroes.





# PEREZ PARK



## Level Range: 7-14

Perez Park used to be a wonderful place for families to come for picnics, to watch plays in the open-air amphitheater, go fishing, and enjoy the beauty of nature. These days, taking your family to Perez Park is gross negligence and child endangerment. The Hellions and Skulls openly war for control of the streets, and several even more threatening and bizarre groups of baddies haunt the central wooded sector of the park. Even the earth itself seems to threaten anyone who sets foot in the woods. Because this is a very dangerous zone, only heroes of security clearance level 7 and higher are allowed to enter Perez. It is imperative that you join a group of heroes; every single villain in this zone is a member of a crowd that will lay waste to soloers. Be ready for anything, and watch for heroes who've taken on more than they can handle running your way, dragging enormous trains toward you. Perez Park has entrances in Atlas Park and Galaxy City, as well as Steel Canyon and Skyway City.

Do not let the attractive scenery of the central park fool you. Perez Park is a dangerous place and many a superhero has been sent to the hospital for injuries received here.

## ENEMIES BY NEIGHBORHOOD

	CLW	COT	HEL	HYA	LOS	SKL	VAZ
<b>A</b> Boneyard	—	—	—	—	—	7-10	—
<b>B</b> Perez Park	7-8	8-11	7-10	—	—	7-10	—
<b>C</b> Hell's Highway	—	—	7-10	—	—	—	—
<b>D</b> Gaiman Woods	8-12	—	7-10	—	13-14	—	—
<b>E</b> Everett Lake	8-12	8-11	—	13-14	—	—	—
<b>F</b> Bettis Hills	7-8	8-11	7-10	—	13-14	7-10	10-11





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## VILLAIN GROUPS

### CIRCLE OF THORNS

The Circle's mages find the forest passageways soothing, and concealing. This last part is especially appealing to them, as it enables them to practice their wicked rituals unobserved by most eyes. Watch out for exploding mages and utterly annoying Ruin Mages, whose earthquake and tremor abilities will turn the toughest squad of heroes into wimpy, little, super-powered bouncy balls.

### CLOCKWORK

What the Clockwork seeks in Perez Park is anyone's guess. The forested areas that they inhabit are home to several patrolling robots, so be careful about staying in one place for too long or you may be ambushed. Large groups of the robotic rascals can be found in clearings as well.

### HELLIONS

The gang war is getting serious. The Hellions control the east side of Perez, and aren't letting anyone even think of getting into their turf. The battle really rages in the northern middle of the zone, but heroes should watch out for huge clusters of the devil-worshippers along the entire eastern edge of the area.

### HYDRA

In appearance, Hydra monsters are nothing more than walking compost heaps. Unfortunately, these mulch monsters are dangerous and heavy hitting. They are found walking in Everett Lake, and their powerful beast, the Kraken, can sometimes be found walking in Bettis Hills.

### THE LOST

A few clusters of the Lost can be found in Bettis Hills and Gaiman Woods. The Abberants are particularly deadly, with their paralyzing mental powers. Also beware of the lethal rifle blasts from their lieutenants.

### SKULLS

The other half of the vicious gang war, the Skulls control the western side of the streets. The Boneyard is full of hordes of these death-loving freaks, and they're not going to relinquish an inch of territory. Be very careful: They travel in large packs here, and often come with multiple Bone Daddies in one group.

### VAHZILOK

Anywhere there's life and harvestable organs, you can bet you'll find those nasty doctors who work for Vahzilok. Perez Park is no exception; groups of these malefactors roam the hills looking for hero pieces to help convert more willing and unwilling patients into Eidolons and zombies.

## NEIGHBORHOODS

### BONEYARD

Difficulty: Medium  
Villain Groups: Skulls

The west side of Perez Park is definitely Skulls turf. You'll be hard-pressed to find a single non-Skull baddie on this road! If you like bringing pain to the painbringers, bring it here.

### HELL'S HIGHWAY

Difficulty: Medium  
Villain Groups: Hellions

As the Boneyard belongs to the Skulls, Hell's Highway is naturally the Hellions' turf, and they're

holding onto their hard-won real estate tooth and nail. They cover this street from one end to the other, and heroes will find plenty of fights for their entire group. Toward the north, the Skulls are trying to encroach on their territory, so expect to fight both groups at that end.

### PEREZ PARK

Difficulty: Medium/Hard  
Villain Groups: Circle of Thorns, Clockwork, Hellions, Skulls

The entrance to the actual park portion of Perez leads to grassy hills where many groups of thugs wander around seeking heroes to thrash, leading into a maze of forest. The forest hides Circle mages performing grisly spells, along with Clockwork patrols. A group of heroes could easily find themselves lost in the trees, surrounded by enemies on all sides, so be careful to watch where you're going and have a trail guide handy.

### EVERETT LAKE

Difficulty: Medium/Hard  
Villain Groups: Circle of Thorns, Clockwork, Hydra

The Clockwork and Circle mages inhabit the shores of this murky lake, but the real threat here is the terror from the waters. Hydra spawn and Proteans wander the muck in droves, and will not hesitate to crush you into teeny pieces. The northern shore of the lake sometimes gives rise to the horrifying Kraken, the Hydra's ultimate doom machine. Anything less than a well-oiled fighting machine of heroes should give this beast a wide berth.



## GAIMAN WOODS

Difficulty: Hard

Villain Groups: Clockwork, Hellions, The Lost

Another maze of forest, these woods used to be the venue for wonderful drama performed by the Paragon City Players at Gaiman Amphitheatre. Now the theater is battered and broken, and the only thing taking the stage is the occasional Clockwork 'bot. Beware of the Dukes, as well

as Lost Abberants and groups of Hellions. The Kraken can also appear in the south end of this neighborhood.

## BETTIS HILLS

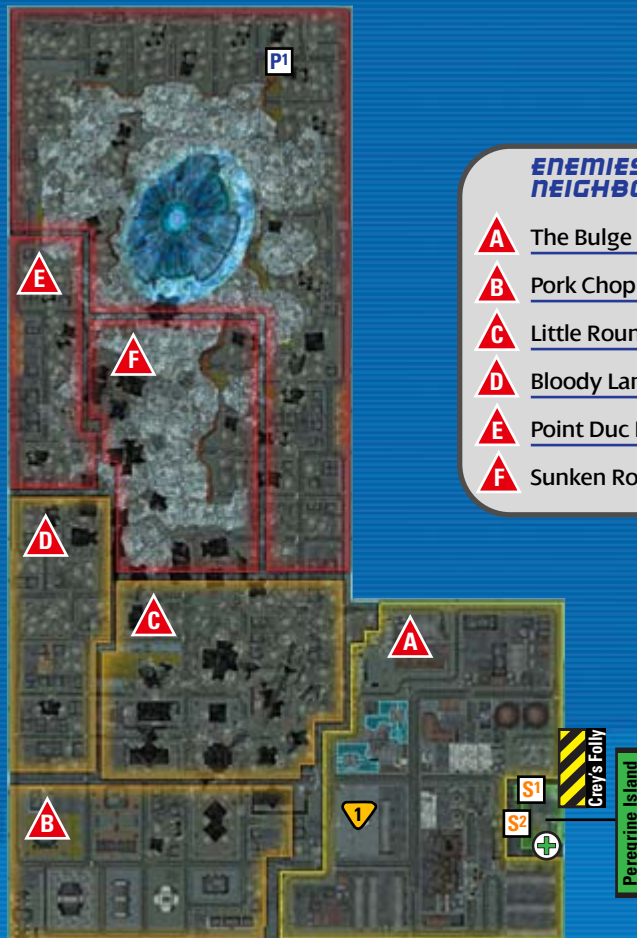
Difficulty: Hard

Villain Groups: Circle of Thorns, Clockwork, Hellions, Hydra, The Lost, Skulls, Vahzilok

Bettis Hills is the largest neighborhood of Perez Park, and one of the two most dangerous. Lost

mutants roam the hills, Kraken pop up in multiple locations, and the maze of trees doesn't make it any easier for travel. The Hellion and Skull turf war has even spilled over into the park. It is best for heroes to walk lightly and carry a big gun when in this neighborhood.

## RIKTI CRASH SITE



### ENEMIES BY NEIGHBORHOOD

	CRY	DUE	RTI
<b>A</b> The Bulge	—	42-43	40-43
<b>B</b> Pork Chop Hill	39-45	42-47	40-47
<b>C</b> Little Round Top	39-45	—	40-47
<b>D</b> Bloody Lane	39-45	42-47	44-47
<b>E</b> Point Duc Hoc	39-45	42-50	44-50
<b>F</b> Sunken Road	39-45	42-50	44-50

**Hospital**  
Chiron Hospital

**Gate**  
Peregrine Island

**Hazard Zone**  
Crey's Folly

**Special Contacts**  
Mjr. Richard Flagg (S1)  
Cnl. Barry Woodhouse (S2)

**Plaques**  
Academic (P1)

**Exploration Badges**  
Ace (1)





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### Level Range: 40+

Well, it seems that even the mighty Rikti can be defeated with enough firepower and tenacity. In this part of Paragon City, a Rikti mother ship crash-landed after it was shot out of the sky. The resulting destruction naturally rendered the area unsuitable for human inhabitation. The military is trying to prevent the survivors of the crash from expanding into other areas of the city, but is having a hard time of it. The crash may indicate that the engines were damaged, but their subsystems still work fine. The Rikti are able to teleport anywhere in the district, making ambushes an inevitable reality.

## VILLAIN GROUPS

### CREY

The Countess Croy's army is always at the ready to find new technology and ways for their leader to expand her power, and the Rikti crash site is a perfect fit for them. The mighty soldiers have had a little trouble handling the Rikti, though. They will fire on heroes who interfere with their activities.

### DEVOURING EARTH

The Devouring Earth have also made an appearance here in the wake of the Rikti crash. What exactly their purpose is is unknowable, as the monsters are not exactly keen on dialogue with humans. You'll face their strongest monsters around the crashed mother ship.

### RIKTI

And what would a Rikti Crash Site be without Rikti? These filthy aliens infest every sector of the zone, and their teleporters let

them pop in wherever they darn well please. Be very careful when fighting them: Their advanced technology can do terrible things to a human body.

## NEIGHBORHOODS

### THE DMZ

Difficulty: None

Villain Groups: None

This is the main staging area for the military defense against the Rikti. The major here has the clearance to let you reset your powers if you do a task for him. There's even a medical center in this hazard zone!

### THE BULGE

Difficulty: Easy

Villain Groups: Devouring Earth, Rikti

The entry into the crash site is a large area known as the Bulge. Here, heroes can find plenty of Rikti soldiers to fight, and lots of Devouring Earth to spice it up.

### LITTLE ROUND TOP

Difficulty: Medium

Villain Groups: Croy, Rikti

This neighborhood is the site of a fierce battle between the Croy troops and Rikti invaders. It's best to let them work out their own differences, because even evil alien invaders know that heroes are a bigger threat than Croy's puny guards.

### PORK CHOP HILL

Difficulty: Medium

Villain Groups: Croy, Devouring Earth, Rikti

Here's where it gets interesting. The Rikti, Devouring Earth, and Croy forces meet up, and of course fighting ensues. There's a wide range of enemy levels here, so keep an eye out for any surprises!

### BLOODY LANE

Difficulty: Medium

Villain Groups: Croy, Devouring Earth, Rikti

Bloody Lane is aptly named. Many have fallen fighting the Rikti, but their sacrifices were not in vain. This little neighborhood should be quite manageable for a ready group of Paragon City's heroes.

### SUNKEN ROAD

Difficulty: Hard

Villain Groups: Croy, Devouring Earth, Rikti

The Sunken Road leads right up to the crashed Rikti ship, and is terribly dangerous to anyone. Heroes can expect to be ambushed by teleporting Rikti at any time, and the Croy "peace-keepers" trying to take them out don't help one bit! The Devouring Earth just make things even more difficult for already battle-worn heroes.

### POINT DUC HOC

Difficulty: Hard


Villain Groups: Croy, Devouring Earth, Rikti


The Croy soldiers in this area are sorely outclassed by the superior alien and monster forces, but don't think they'll thank you for saving them! They'll just turn and stab you in the back as you walk away.











## SEWER NETWORK

 **Gate**  
Atlas Park  
Kings Row  
Skyway City  
Steel Canyon

 **Hazard Zone**  
Boomtown



### ENEMIES BY NEIGHBORHOOD

		HEL	LOS	VAZ
	Kings Row	3-5	5-7	—
	Skyway City	6-7	5-7	3-5
	Atlas Park	4-5	5-7	3-5
	Central	—	6-9	6-8
	Steel Canyon	6-7	8-9	—
	Boomtown	8-10	8-9	—

### Level Range: 3-9

The Sewer Network of Paragon City is not a place utilities workers go anymore. The grimy, filthy water and rusty pipes are now the venue for hordes of smelly scoundrels. The mazelike corridors hide many dangerous

foes, and ample turns for anyone to get lost among. This is an excellent place for fledgling supers to go to learn the basics of working in a group, but not anywhere to go if you're a lone wolf. The enemies are numerous, and tougher than what you can

expect to find in Atlas Park or Galaxy City. There are no contacts or trainers down here, only villains looking for trouble. Rumor has it that the Rikti fled to even deeper parts of the sewers when their invasion was defeated.





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## VILLAIN GROUPS

### HELLIONS

The Hellions in the sewers start out about as tough as what you'll find in Atlas Park or Galaxy City, with one notable difference: These Hellions include the fire-breathing Damned among their number. These are the strongest of the Hellions and can call upon the hellfire within to burn attacking heroes. The Hellions down here travel in much larger groups than are found anywhere other than Perez Park. Only engage them if you are part of a group.

### THE LOST

These mutated humans with bizarre style sense and Rikti technology are truly at home in the sewers. The Headman Swords and Riflemen accompany large groups of scroungers, and often even have Aberrant Eremites and Rectors along to make things very difficult for encroaching vigilantes. The Lost are the only group of villains that can be found in all six sectors of the Sewers.

### VAHZILOK

What better place to hide smelly zombies than someplace that

smells even worse? The mortificators will probably get used to the smell fast enough, and rent is cheap. The Vahzilok are out in all types, shapes, and sizes down here, from wimpy Cadavers spewing their acidic vomit, to Eidolons emitting radiation, to hulking Abominations made from pieces of fallen heroes. You'll even find the dreaded Embalmed Cadavers and Abominations, whose only wish is to be close to you so they can explode.

## NEIGHBORHOODS

### ATLAS PARK SECTOR

Difficulty: Easy

Villain Groups: Hellions, The Lost, Vahzilok

The first area most heroes enter is the section adjacent to Atlas Park, where all three groups can be found. As long as you come ready for heavy combat, with friends to stand behind, everything should go all right. Stay on guard and don't split up!

### KING'S ROW SECTOR

Difficulty: Easy

Villain Groups: Hellions, The Lost

This section of the sewers features a plentitude of Lost and Hellions, and in most cases these are easier to defeat than the same types of villains in King's Row. However, they do have superior numbers, and bosses among their ranks. Try not to get lost among the tunnels, stay close, and assist your tank, and nobody gets hurt. Well, nobody but the bad guys and your tank.

### STEEL CANYON SECTOR

Difficulty: Easy

Villain Groups: Hellions, The Lost, Vahzilok

This sector bridges the gap between King's Row and Atlas

Park's sewer sectors, and features enemies of about the same challenge level. If this is a good fit for your group, popping into Steel Canyon is not advisable. Try not to attract the attention of too many groups of enemies at once, or things could get ugly fast!

## UNDERWORLD

Difficulty: Medium

Villain Groups: The Lost, Vahzilok

Between the southern and northern sections of the sewers lies the Underworld. This zombie- and mutant-infested region of the sewers is far below the city above, and it takes some time to get out from here. Watch your back down here! The enemies are all around you!

## SKYWAY CITY SECTOR

Difficulty: Medium

Villain Groups: Hellions, The Lost

The northeast section of the Sewer Network connects to Skyway City, but it is, again, not wise to go have a look at that part of the city if the hunting is good underneath it! Plenty of Lost and Hellions in here are asking for you to arrest them, so feel free to cry havoc and let loose the dogs of justice!

## BOOMTOWN SECTOR

Difficulty: Hard

Villain Groups: Hellions, The Lost

The most dangerous section of the Sewer Network connects to Boomtown, a very hazardous section of Paragon City devoid of normal human life. The Hellions and Lost down below it are not as threatening as the horrid beasts above, but will still trounce unsuspecting heroes if you're not careful!



# SKYWAY CITY

**Hospital**  
Lagrange Hospital

**Trainer**  
Mynx

**General Store**

**Magic Store**  
Pandora's Box

**Mut. Store**  
Subgenetics

**Nat. Store**  
Image Inc.

**Sci. Store**  
Orion Labs

**Tec. Store**  
Cooke's Electronics

**Yellow Line**  
Atlas Park  
Galaxy City  
Kings Row  
Steel Canyon

**Gate**  
Atlas  
Kings Row  
Talos Island

**Hazard Zone**  
Faultline  
The Hollows  
Perez Park

**Sewer Network**

**H Hero Field Analyst**

**C Contacts**  
Haley Phillips (C1)  
Juliana Nehring (C2)  
Mark Freeman (C3)  
Tristan Caine (C4)  
Dr. Ann-Marie Engles (C5)  
Jill Pastor (C6)  
Everett Daniels (C7)  
Carla Brunelli (C8)  
Kong Bao (C9)  
Thao Ku (C10)  
Sanjay Chandra (C11)  
Cho Ge (C12)  
Lorenzo DiCosta (C13)  
Maggie Green (C14)  
Warren Trudeau (C15)  
Karen Parker (C16)  
Jake Montoya (C17)  
Pavel Garnier (C18)  
Sgt. Suzanne Bernhard (C19)  
Vitaly Cherenko (C20)

**S Special Contacts**  
Synapse (S1)

**P Plaques**  
Just Said No to Superdine (P1)  
Disciple (P2)  
Scholar (P3)  
Scholar 2 (P4)

**Exploration Badges**  
Purifier (1)  
Solace (2)  
Dauntless (3)  
Healing Nodes (4)



## ENEMIES BY NEIGHBORHOOD

	CLW	LOS	TRO
<b>A</b> The Gruff	10-14	13-16	11-18
<b>B</b> Astral District	10-15	—	10-14
<b>C</b> Vista Plaza	10-15	—	10-16
<b>D</b> The Gruff 2	13-16	13-16	10-16
<b>E</b> Hide Park	18-19	—	15-19
<b>F</b> Land of the Lost	17-19	17-19	17-19





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## CONTACTS

**Hayley Philips:** Hayley's fortuneteller friend has vanished, and she suspects the Circle of Thorns was involved. Seek her out near the tunnel to Atlas Park and lend a hand.

**Sanjay Chandra:** Sanjay is investigating the King's Row Skulls, in connection with some recent disappearances. He also has helpful heroes look into Lost kidnappings.

**Lorenzo DiCosta:** Lorenzo has a few diverse missions for Natural heroes. His tasks send you off to fight Skulls and Council propagandists.

**Jill Pastor:** Jill is curious about the methods and motivations of Dr. Vahzilok. Her missions have you looking for kidnapped people and clues of what the Doctor is up to.

**Tristan Caine:** Tristan provides heroes with Vahzilok hunts, and some insight into the mind of the crazy quack.

**Carla Brunelli:** Carla has an EMP device that she wants to test on Clockwork, but she lacks the strength to use it. Willing heroes can have it for a test run, as long as you bring it back when you're done!

**Everett Daniels:** Everett will also let you borrow his EMP glove. He seeks information on what exactly makes the Clockwork tick.

**Kong Bao:** Kong will have you look into the Tsoo gang, and their efforts to

poison the Trolls in Skyway City. Why this isn't good: The poison would turn the dense killing machines into even more powerful mindless killing machines.

**Thao Ku:** Thao has heard of recent meetings between the Tsoo and Trolls. You get to look into the deal and find out what's really going on.

**Vitaly Cherenko:** Mr. Cherenko is concerned about Tsoo incursions into Skyway City. He seeks magical heroes to heed his call and investigate their dealings.

**Dr. Ann-Marie Engles:** This doctor has encountered a strange life-threatening illness, and suspects it might not be natural in origin. Willing heroes can investigate, but watch how you handle that sample!

**Juliana Nehring:** A mysterious illness has sprung up in Paragon City, and anytime some previously undiscovered health risk appears here, you can't assume it just happened. Ms. Nehring is seeking able-bodied adventurers to find out about it.

**Pavel Garnier:** The third person to look into the new disease, Pavel can help you track down the origin of the virus.

**Cho Ge:** Cho is testing a new device that wears down human opponents. He thinks the Tsoo would make perfect test subjects.

**Karen Parker:** Karen has also been given a Lethargy Inducer, and is more than willing to let you test it. You'll have to head to Steel Canyon to find the Tsoo, though.

**Sgt. Suzanne Bernhard:** This PCPD officer is also part of the distribution for the wearying device, and you may be ambushed by a few tattooed karate men after accepting it from her.

**Warren Trudeau:** The fourth person in Skyway City to have the Lethargy Inducer available, Warren will also send you to Steel Canyon to try it out on some Tsoo.

**Jake Montoya:** Jake heard about the less-than-spectacular effect the EMP glove had on Clockwork, and he's decided to try something a little different. His missions will give you a new perspective on what exactly it is that the Clockworks are.

**Maggie Greene:** Another robo-enthusiast, Maggie has a gizmo that should fry the little electronic brains of those adorable Clockworks.

**Mark Freeman:** Mark will send you hunting both the Lost and Clockworks. Prepare to rescue the homeless from angry mutants, and pry metal scraps from rusty little hands.

### Level Range: 13-19

To facilitate faster travel around Paragon City, a massive project was undertaken: The Skyway Bridge was to span the entire metropolis, high above the ground. In theory, the idea was sound, but in reality, it quickly became a symbol of emotionless steel and industrialism. The project was abandoned, but the massive roadway still looms over

the skyline of this part of town. The twisting highways overlap each other, forming a maze for heroes relegated to foot travel. While technically still drivable, the road is desperately avoided by most motorists, and has been infested with Clockwork and Trolls. The Lost also have a sizeable force in the southern portions of the region. As intended, Skyway provides access

to several other regions of Paragon City. It also has another Task Force and many contacts for heroes to work for.

## VILLAIN GROUPS

### CLOCKWORK

The Clockwork have a heavy presence in Skyway City. The morass of construction sites provides them with plenty of scrap



metal for their army, and they can often be found on the heights of the Skyway itself. Be ready to fight large numbers of these ticking tinkers, and if you go on Synapse's task force, prepare to see the nastiest Clockwork gadgets yet!

### THE LOST

The Lost in Skyway City are tougher than any Lost you've fought yet. They lay claim to most of the southern half of this district, including nearly the entire Land of the Lost. A group of heroes will encounter all the different types of Lost, including scroungers, headmen, and even the vicious Abberants.

### TROLLS

Until they destroyed Eastgate, the Trolls called Skyway City home. Where better for a troll to live than under all these bridges? They can still be found in large numbers, and pose a threat to anyone who gets too close.

## NEIGHBORHOODS

### AERIE PLAZA

Difficulty: Easy  
Villain Groups: NA

Aerie Plaza is the smallest neighborhood of Skyway City, housing the train station, Mynx, and Synapse. The Skyway towers overhead, shadowing the entire square. No villains frequent this area, but you can buy enhancements from the vendors here. Synapse will send you on a mission to track down the source of the Clockwork menace.

### ASTRAL DISTRICT

Difficulty: Easy-Medium  
Villain Groups: Trolls, Clockwork

The Astral District is not shadowed by the enormous highway, but the Trolls and

Clockwork can be found here nonetheless. The entrance to Perez Park is on the north side of this neighborhood, as is a technology store. This is one of the safer areas in Skyway City, and easy to travel through, as well as track down criminals to take in.

### VISTA PLAZA

Difficulty: Easy-Medium  
Villain Groups: Trolls, Clockwork

The other relatively safe area of Skyway City is Vista Plaza. This large area connects to both Atlas Park and the Sewer Network, and features plenty of Clockwork and Trolls to provide a fight. The magic and science stores can be found here, and the ramps to the massive Skyway begin here as well.

### THE GRUFF

Difficulty: Medium  
Villain Groups: Trolls, Clockwork, Lost

The Gruff is in the center of Skyway City, and most of the enormous highways are found here. This means that the entire area is a three-dimensional stack of villains itching to hurt, maim, and stab you, which generally tends to spoil anyone's day. Heroes who are ground-bound may have a hard time keeping up with flyers, leapers, and teleporters. Lost, Trolls, and Clockwork can all be found throughout this neighborhood.

### HIDE PARK

Difficulty: Hard  
Villain Groups: Trolls, Clockwork

Hide Park is a very dangerous neighborhood. High-rise buildings overlook the rest of Skyway City and point the way to Talos Island. Very dangerous Clockwork and Trolls haunt these parts, and heroes are highly encouraged to bring along several friends.

## LAND OF THE LOST

Difficulty: Hard  
Villain Groups: Trolls, Clockwork, The Lost

As the name subtly hints, many Lost inhabit this mess of construction and destruction sites. The entry to Faultline is housed in this neighborhood, but the path is difficult to travel without attracting the attention of very bad things. Luckily, by the time you go to Faultline, you should have a travel power available. The enemies in the Land of the Lost are the toughest in Skyway and are not to be trifled with lightly!

## TASK FORCE MISSION START POINT

*Synapse can be found right beside Mynx, the trainer, in Aerie Plaza. If you arrive via the Yellow Line train, you're already there. His Task Force is about Clockwork, and lots of Clockwork.*







# STEEL CANYON

**Hospital**  
Steel Canyon Hospital

**Trainer**  
Valkyrie

**Tailor**

**General Store**

**Magic Store**  
Pandora's Box

**Mut. Store**  
Subgenetics

**Nat. Store**  
Image Inc.

**Sci. Store**  
Orion Labs

**Tec. Store**  
Cooke's Electronics

**Yellow Line**  
Atlas Park  
Galaxy City  
Kings Row  
Skyway City

**Green Line**  
Brickstown  
Croatoa  
Independence Port  
Talos Island

**Gate**  
Atlas Park  
Independence Port

**Hazard Zone**  
Boomtown  
Perez Park

**Sewer Network**

**Hero Field Analyst**

**Contacts**  
Olivia Chung (C1)  
Tom Bowden (C2)  
Wyatt Anderson (C3)  
Guy Denson (C4)  
Dr. Trevor Seaborn (C5)  
Colleen Saramago (C6)  
Virginia Hoofman (C7)  
Kyle Peck (C8)  
Wilson Zucco (C9)  
Fareed Abdullah (C10)  
Athena Currie (C11)  
Willy Starbuck (C12)  
Hugo Redding (C13)  
Alfonse Rubel (C14)  
Wes Schnabel (C15)

**Special Contacts**  
Positron (S1)

**Plaques**  
Just Said No to  
Superdine (P1)  
Disciple (P2)  
Just Said No to  
Superdine 2 (P3)  
Scholar (P4)

**Exploration Badges**  
Nimble Mynx (1)  
Hero Corps Recruit (2)  
Bright Star (3)  
Secret Admirer (4)



## ENEMIES BY NEIGHBORHOOD

	CLW	CNL	COT	FAM	OUT	SKL	TRO	TSO	VAZ
<b>A</b> Bronze Way	10-13	11-13	12-13	—	11-14	11-14	—	15	10-14
<b>B</b> Gimry Ridge	10-14	12-13	11-13	—	11	—	—	—	10-16
<b>C</b> Copper District	—	11-13	—	—	11-13	—	—	15	10
<b>D</b> Blyde Square	12-14	12-13	—	—	12-14	14	13	—	10-15
<b>E</b> Platinum Lake	—	11	—	20	11-16	—	—	15	—
<b>F</b> Silver Lake	16	14	—	20	12-16	14	15-16	15-16	10-15
<b>G</b> Royal Overlook	15-16	14-16	—	—	13-16	14	15-16	—	10-16
<b>H</b> Fools Gold Dist.	—	—	—	—	12-14	14	—	—	14



## CONTACTS

**Dr. Trevor Seaborn:** Dr. Seaborn can be found beside Steel Canyon Medical Center. He needs your help, as a local fortune teller has been abducted by the Circle of Thorns.

**Hugo Redding:** Hugo is another arcanist contact. He can be found near Gimry Ridge.

**Alfonso Rubel:** This dreadlocked man has an interest in the activities of the Hellions and Dr. Vahzilok. He is a friend of Linda Summers and an ally of mutant heroes.

**Wilson Zucco:** Another mutant ally, Wilson sends heroes to fight the Lost in their sewer hideouts.

**Wes Schnabel:** Wes was investigating Fifth Column incursions into Paragon, and now that they've disappeared, he's begun investigating the mysterious Council.

**Willy Starbuck:** Willy has several missions for heroes in Steel Canyon, ranging from Council hunts to Skull and Hellion roundups.

**Kyle Peck:** Kyle sends champions of justice on Vahzilok hunts. He can be found along Bronze Way, overlooking the Copper District.

**Athena Currie:** Ms. Currie stays near the Yellow Line train station, with an interesting gadget ready for technological heroes to try out.

**Virginia Hoffman:** Fashion sense notwithstanding, Virginia is the lady to talk to for the mage in Steel Canyon.

**Olivia Chung:** Olivia is near Silver Lake, a very dangerous area of Steel Canyon. You should see her about that headache.

**Colleen Saramago:** Colleen has another interesting gizmo ready for you

to test on the Clockwork in Skyway City. Find her near the Medical Center to pick up your new toy!

**Wyatt Anderson:** Wyatt is Colleen's colleague in the Fools Gold District. He's got his own model of the device for you to test.

**Fareed Abdullah:** Another individual with an interest in Clockwork mechanical devices, Fareed has the locations of locations the robots have taken over. He also has news of the Lost's sewer plans.

**Guy Denson:** As with Fareed, Guy has Clockwork and Lost information for techno-heroes.

**Tom Bowden:** A friend of both Fareed and Guy, Mr. Bowden will have heroes delve into the sewers chasing the Lost, and look into Clockwork activity as well.

### Level Range: 10-16

In the 1800s, Steel Canyon was known as the jeweler's district of Paragon City, and the names of the neighborhoods still reflect this heritage. Nowadays, several jewelers still maintain their shops in the area, but it is dominated by the massive skyscrapers that give the place its modern name. Steel Canyon features a very diverse mix of villains for any hero to fight, from the militant Council to the mutant Outcasts, and even mobsters and ninjas. There are stations for both the Yellow and Green line trains, giving Steel Canyon access to most of Paragon City. Stores can be found for enhancements for all archetypes, from levels 15 to about 25, and the tailor store Icon is also located here in case your spandex is getting a little tight or you just want a new look. Steel Canyon even has access to "Pocket D," a superhero nightclub where you

can go to dance and talk business with your fellow crimefighters. Steel Canyon also is the location of Positron, who gives the first Task Force to eager heroes. The downside of so many things to see and do: Steel Canyon has more crime than any hero can dream of solving alone. Some of the neighborhoods are so dangerous, lone heroes can barely travel from place to place without serious threat of defeat.

## VILLAIN GROUPS

### CIRCLE OF THORNS

The Circle of Thorns limit their activity in Steel Canyon, sticking to the southern end of the area, near Gimry Ridge. They usually cover the large hill there from top to bottom, menacing innocents and waiting for you to try to muck up the proceedings. Energy Mages and other heavy hitters await you, but you can take them

as long as you have some defenses against their arcane trickery. The average Circle mage in this area is a good match for a hero from security level 10 to 13.

### CLOCKWORK

The missions in Steel Canyon will give you great insight into the nature of the machines you've been fighting for so long. There's not much scrap for them here, so the reasons for their incursion are as yet undiscovered. You can find them in Bronze Way, Copper District, and Royal Overlook, from levels 10 to 16. Expect to see plenty of lieutenants and maybe even a couple of Dukes or Princes as you travel through the Canyon.

### THE COUNCIL

The militant Council spouts their propaganda from soapboxes all over Steel Canyon. Rumor has it that this group replaced the Fifth Column because of internal





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struggles between the Column's leaders. The Column soldiers will attack superheroes with all manner of modern weapons, from shotguns to pistols to heavy-duty assault rifles. Another hazard of the Column is their assault squads. If you go on a mission to clear a building of their troops, expect to be hunted down and attacked when you return to the streets. Nebula soldiers and Penumbra lieutenants are frequently encountered throughout Steel Canyon, and wandering heroes will find good fights from levels 10 to 16.

### THE FAMILY

One of the oldest criminal organizations in Paragon City has stayed in power with good reason. As the number of costumed vigilantes began to rise, the members of this clan began to train themselves in special powers as well! The Family that you encounter in Steel Canyon are very dangerous, but luckily they are

relatively rare. You will want a group to tackle these heavy hitters. These cigar-chomping snappy dressers are best left alone, but if they set their sights on you, expect a very challenging fight.

### OUTCASTS

There must be something in the water in Paragon City. Even the thugs are getting superpowers! Outcasts come in your standard baseball bat and knife-wielding varieties, but their true strength shines through when they start lobbing fireballs and electrical bolts at you. The Outcasts are to Steel Canyon what the Hellions are to Atlas Park; they're everywhere! From the train station on Bronze Way to the tailor shop in Silver Lake, these mutated punks will provide your aggressive negotiation habit with ample practice. Heroes can expect to fight ordinary gunners and sluggers alongside Coolers, Freezers, Bricks, and Shockers.

### SKULLS

The Skulls seem to be doing well in their turf war with the Hellions, but that doesn't keep them safe from the Outcasts. The Outcast gang likes to strut its stuff, but the Skulls still occasionally pop up in Steel Canyon, usually getting trounced by the rival gang. Skulls can be found in Silver Lake.

### TROLLS

The Trolls are Superadine-abusing thugs who have ingested so much of the designer drug that their whole physiology has changed.

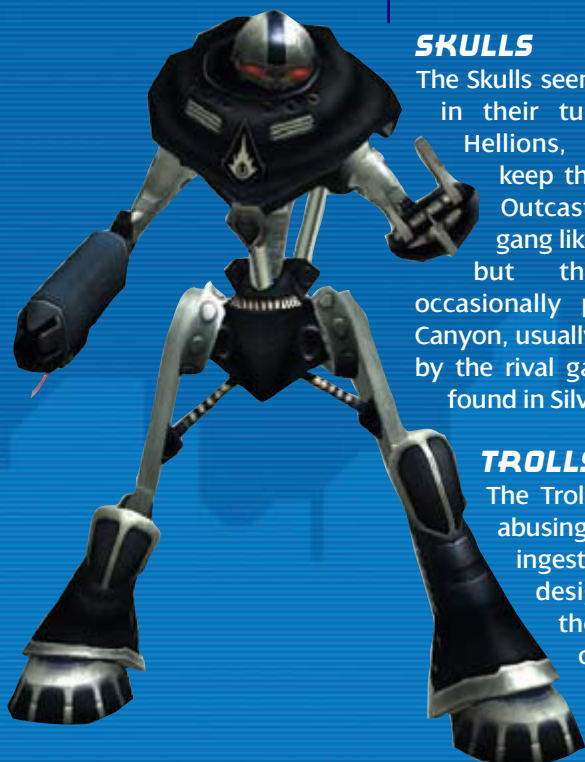
Their primary base is now in The Hollows, but they are always eager for a fight and occasionally make their way to Steel Canyon for some fun. Be careful when fighting them, because even though they're dumb as a box of rocks, they hit hard and heal fast! Fight them in Blyde Square, Silver Lake, and Royal Overlook.

### TSOO

The Tsos hail primarily from Talos Island, but have expanded into Steel Canyon as well. These martial artists and sorcerers use ancient Eastern knowledge to enhance their innate abilities. Some of the martial artists have enchanted tattoos that make them very formidable fighters indeed. Along with the living, breathing Tsos, Ancestor Spirits of the Tsos occasionally manifest to aid their modern progeny. Tsos in Steel Canyon are usually found on the shores of Silver Lake or on the large wall overlooking it.

### VAHZILOK

Doctor Vahzilok still hasn't given up on his quest for immortal life. Steel Canyon Vahziloks are found in your standard group of Cadavers, along with Reapers, Mortificators, and the occasional Eidolon or Abomination. Beware of Embalmed zombies, as these failed experiments have been rigged to explode! Steel Canyon boasts some interesting twists in the tale of Dr. Vahz, and you may encounter some of his life-ending experiments in your travels. Vahziloks are found all over Steel Canyon, though they tend to avoid Platinum Lake.







## NEIGHBORHOODS

### **BLYDE SQUARE**

Difficulty: Medium

Villain Groups: Clockwork, The Council, Outcast, Skulls, Trolls, Vahzilok

Blyde Square is where defenders of justice can go to train in new powers, as well as begin working for Positron. This square is larger than previous zones' central regions, and is by no means as safe as Atlas Plaza or Freedom Court. The looming skyscrapers hide all manner of ne'er-do-wells just itching to wipe the concrete with some superhero hides. It is in this neighborhood that you can truly see why this district is named Steel Canyon. The buildings tower far overhead, and the narrow roads make the sky feel close-in and oppressive. Technological, natural, and science origin heroes can also purchase their dual-origin enhancements here. Levels 10-15 will find this neighborhood exciting and challenging, as long as you don't go it alone.

### **BRONZE WAY**

Difficulty: Medium

Villain Groups: Circle of Thorns, Clockwork, The Council, Outcast, Skulls, Tsoo, Vahzilok

Bronze Way is about as close to a safe place as you can expect to find in this part of town. The Yellow Line station overlooks the skyscrapers, and Outcasts, Circle of Thorns mages, Council soldiers and all manner of other nasties are a stone's throw away. Mutants, magic, and science-based heroes can go shopping at Subgenetics, just over the fence and a long way down from the train station, but beware of the outcasts who hang out at the base of the wall! There is also a Freedom Corps member selling

enhancements toward the north end of this neighborhood. The streets are rather narrow, so even if you stick to the middle of the road, you'll run into trouble. Solo travel is ill-advised, but possible if you're careful.

### **COPPER DISTRICT**

Difficulty: Medium

Villain Groups: The Council, Outcast, Tsoo, Vahzilok

The Copper District of Steel Canyon borders on Blyde Square and Bronze Way. The area has many impressive buildings, along with a small lake and plenty of villainous folks who want your mask on their wall. One of several small neighborhoods in Steel Canyon, Copper District is a good place to get a feel for Steel Canyon, and to get to know your group's skills. That said, don't come alone unless you're very confident in your own abilities.

### **THE FOOLS GOLD DISTRICT**

Difficulty: Medium

Villain Groups: Outcast, Skulls, Vahzilok

Fools Gold is a residential and shopping area in Steel Canyon, on top of the wall that surrounds the skyscrapers. Skulls, Outcasts, and Vahziloks defend the Steel Canyon access to the Sewer Network in this area. This neighborhood bridges the gap between the Green and Yellow lines of the Paragon train system, but it is not an easy run, with narrow roads and plenty of thugs waiting to get in the way. If you plan to spend time in this district looking for trouble, you're bound to find it, and unless you're really good or have superhero support, it will be big trouble.

### **GIMRY RIDGE**

Difficulty: Medium

Villain Groups: Circle of Thorns, Clockwork, The Council, Outcast, Vahzilok

To the southwest of the concrete jungle is an enormous rock jutting from the earth. Gimry Ridge is the site of many Council lectures, as well as Circle of Thorns rituals. The health supplement store Image Inc. has dual origin enhancements available for natural, technological, and magic heroes. Unfortunately, the pills on the counters are not for sale; most heroes would certainly love to try that bottle labeled "XP Boost"! The enemies in this area tend to stick to the hill, so the roadway is actually pretty safe. The entrance to Perez Park is just across the street from the hill, and the hospital is within eyeshot in case things go awry.

### **PLATINUM LAKE**

Difficulty: Medium

Villain Groups: The Council, The Family, Hellions, Outcast, Tsoo

Platinum Lake is another part of the trio of lovely, partially natural areas on the western edge of Steel Canyon. The lake is down on level with the skyscrapers, and a large ramp leads up to the tunnel to Independence Port. The roadway that runs near the tunnel is wide, but don't get complacent! Occasionally a lone member of The Family can be found talking to the Outcasts in the area, and these mobsters are not to be trifled with, as they are on par with level 20 heroes! Also along this path, you will find many Council soldiers and Tsoo. Be careful, though, and your journey through this neighborhood will be safe and productive.





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### SILVER LAKE

Difficulty: Hard

Villain Groups: Clockwork, The Council, The Family, Outcast, Skulls, Trolls, Tsoo, Vahzilok

There are two main components of Silver Lake. First, of course, is the lake itself, which is on the lower level of Steel Canyon and has many strong villains on its shore. The upper level has a row of shops along its road, that ends with a huge skyscraper and a grassy field. As with Silver Lake, you must watch for those lone Family bruisers chatting with the Outcasts. The outlaws in this area nearly always have several buddies to back them up, so caution is vital to your continued crime-fighting survival. Another important feature of Silver Lake is Icon. This is the store heroes can go to for a change of costume, or to purchase new costumes when

extra slots become available. This area also houses one extra novelty: a gateway to "Pocket D" or the Paragon Dance Party, where superheroes can go for a little break from the crime-fighting.

### ROYAL OVERLOOK

Difficulty: Hard

Villain Groups: Clockwork, The Council, Outcast, Skulls, Trolls, Vahzilok

Another row of dilapidated apartments makes you think that Paragon City really needs to work on some revitalization of its housing. Then it becomes obvious why all the buildings are so run-down. You can find nearly every type of miscreant in Steel Canyon in Royal Overlook. The high-rise housing does provide a nice view of Steel Canyon's massive structures, but that's about the only upside to this part

of town. Orion Labs is also in Royal Overlook, on the lower level, and science enhancements are available for purchase. The Green Line station is between this neighborhood and Silver Lake, making getting there a risky proposition for anyone foolhardy enough to travel alone.

### TASK FORCE MISSION START POINT

*Positron stands in the middle of Blyde Square, beside Valkyrie. He gives his task force to heroes of security levels 10-15.*

*Three competing groups of villains want to take control of the Paragon City Dam. Does your group of heroes have what it takes to stop them?*







## THE STORM PALACE



**Hazard Zone**

The Chantry



**Trial Zone**



### ENEMIES BY NEIGHBORHOOD

**LNU**

**RLU**

<b>A</b>	Path of Madness	50-51	48-53
<b>B</b>	Lock of Anger	50-51	48-53
<b>C</b>	Lock of Malice	50-51	48-53
<b>D</b>	Lock of Torment	50-51	48-53
<b>E</b>	Lock of Hatred	50-51	48-53
<b>F</b>	Lock of Fury	50-51	48-53
<b>G</b>	Lock of Destruction	50-51	48-53
<b>H</b>	Storm Palace	50-51	48-53

### Level Range: 48-53

The Storm Palace is home to Faathim's "Brother" Lanaru, a sort of god of destruction to the Rularuu. It is his doing that the Shadow Shard is the floating islands it is today. This dangerous place has no humans, and no friends for the hero to rely on. It is pure combat from one end to the other, and that's just the way we like it!





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## VILLAIN GROUPS

### LANARU

The "brother" of Faathim, Lanaru shattered the Shadow Shard when Faathim tried to free the humans from Rularuu rule. His minions are deadly and vicious, and only a group of the most seasoned heroes stands a chance against them.

### SOLDIERS OF RULARUU

Rularuu's minions work alongside the Lanaru soldiers to defend their home. The soldiers here are more powerful than any you've encountered before.

## NEIGHBORHOODS

### PATH OF MADNESS

Difficulty: Hard  
Villain Groups: Lanaru, Rularuu

You do not get any sort of warm welcome to this zone. Immediately, you'll be under assault from alien life forms. Fight for your life and press on toward Lanaru!

### LOCK OF ANGER

Difficulty: Hard  
Villain Groups: Lanaru, Rularuu

You can feel the anger of Lanaru as you approach his stronghold. His minions defend with all they've got, and if you falter for a moment, you'll fall in battle.

### LOCK OF MALICE

Difficulty: Hard  
Villain Groups: Lanaru, Rularuu

The sheer power of the being you go to confront is intoxicating. His defenders are nearly too much for you, and the tiniest lapse in your defenses will spell your doom.

### LOCK OF TORMENT

Difficulty: Hard  
Villain Groups: Lanaru, Rularuu

The twisted alien mind of Lanaru tells you to leave, to flee this place for your life, and his troops make sure you know he means business. It's a fight or die situation, and you've got to give it your all!

### LOCK OF HATRED

Difficulty: Hard  
Villain Groups: Lanaru, Rularuu

The formidable powers of Lanaru are coming to bear, and your team is pushed nearly to the breaking point. Just a little further, you're nearly there!

### LOCK OF FURY

Difficulty: Hard  
Villain Groups: Lanaru, Rularuu

This is the next-to-last step before you make it to the Storm Palace. Your group has fought many terrible battles, but the fight is not anywhere near over. Hordes of the enemy stand in your way, and you have to give it your all not to despair and give up.

### LOCK OF DESTRUCTION

Difficulty: Hard  
Villain Groups: Lanaru, Rularuu

Finally, the Storm Palace is in sight! But don't get cocky for a minute, the armies of the powerful entity Lanaru aren't done with you yet!

### STORM PALACE

Difficulty: Very Hard  
Villain Groups: Lanaru, Rularuu

Your destination has been reached, but the fight is only just beginning. You've made it to the entrance of Lanaru's lair, but who knows what terrors await you within? Good luck! You'll need it more than you can possibly imagine!

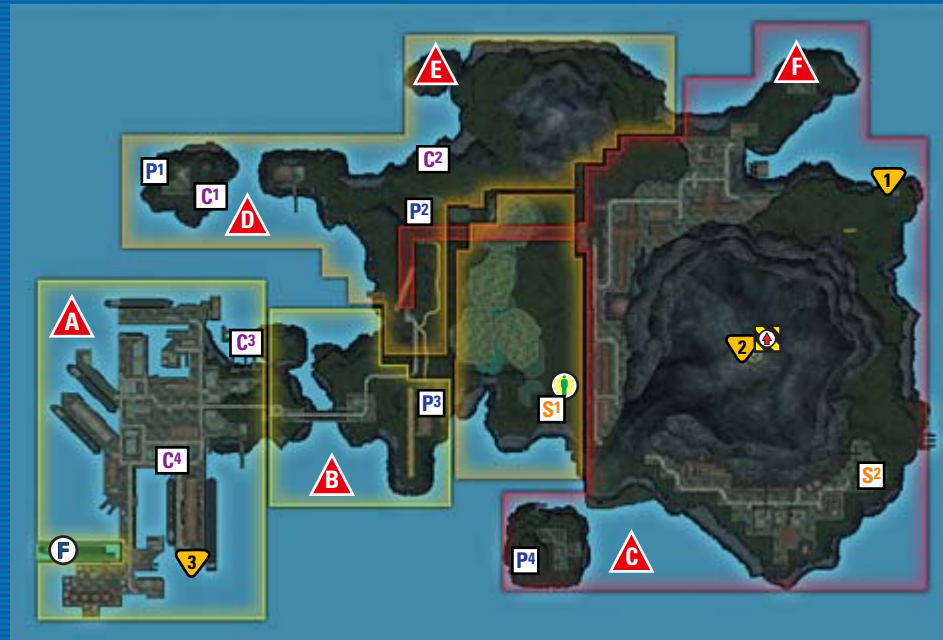






## STRIGA ISLE

- T** **Trainer**  
Ravenstorm
- F** **Ferry**  
To Independence  
Port  
To Talos Island
- TZ** **Trial Zone**
- C** **Contacts**  
Lars Hanson (C1)  
Tobias Hansen (C2)  
Long Jack (C3)  
Stephanie Peebles (C4)
- S** **Special Contacts**  
Moonfire (S1)  
Ernesto Hess (S2)
- P** **Plaques**  
Ghost Hunter (P1)  
Ghost Hunter 2 (P2)  
Ghost Hunter 3 (P3)  
Ghost Hunter 4 (P4)
- E** **Exploration Badges**  
Super Spy (1)  
Volcanist (2)  
Sea Dog (3)



### Level Range: 20-29

Striga Isle is the home of The Council. Formerly the home of the Fifth Column, the internal struggle that gave rise to The Council left control of their base with the new group. This island is accessible from a ferry in Talos Island, and you'll find a small staging area for the dangerous fights that await you. The contacts here are meant to be tackled in order, and after you've finished their jobs, a task force awaits you.

Also awaiting you is a diverse mix of foes, from the undead zombie servants of the Banished Pantheon to the futuristic Sky Raiders. Striga is a very dangerous place, and you should not attempt to enter unless you have a strong group of friends to help you. This island is home to some powerful groups of enemies, and

### ENEMIES BY NEIGHBORHOOD

	BAN	CNL	FAM	SKY	WAR
<b>A</b> Port Noble	—	20-22	20-22	—	20-22
<b>B</b> The Maw	21-23	21-23	21-23	21-23	—
<b>C</b> The Bog	23-25	23-25	—	—	—
<b>D</b> Bonny Morass	23-25	23-25	23-25	25-26	25-26
<b>E</b> The Wolf's Throat	24-27	24-27	—	—	—
<b>F</b> Council Base	26-29	26-29	—	26-29	—

The Council base is an imposing place to try to fight your way into. The other enemies only complicate matters further, making Striga Isle one of the most dangerous locations in Paragon City.

### VILLAIN GROUPS

#### BANISHED PANTHEON

The Banished Panteon has established a comfortable home in the dark marshes of Striga Isle. Their eerie zombies stagger through the muck, and shamans are there to aid the beasts against interloping

adventurers. Totems also can be found here, their powerful magic providing a strong assault that few heroes can weather.

#### THE COUNCIL

The Council's base is on Striga Isle, and their enhanced soldiers patrol the entire island, protecting their leaders from intruders. You will find everything in the Council arsenal here, and not many are capable of fighting such an incredibly strong force and living to tell about it.





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**Stephanie Peebles:** Stephanie will start you on the series of tasks that will take you all over Striga Isle. Her missions deal with The Council and the other gangs on the island.

**Long Jack:** Jack's got a problem with the recruitment tactics of pretty much every gang on the island. His tasks will also have you fighting everyone on the island.

**Tobias Hansen:** Toby's got a serious grudge against The Council, and you can help him get a little bit of satisfaction.

**Lars Hansen:** Toby's brother Lars is still mad about their experimenting on the pair some 60 years ago. His missions are all about making The Council regret their actions.

## THE FAMILY

The Family mobsters are here in small numbers, their suited thugs sticking to the earlier areas. The gang's brute squads aren't as tough as the other villains, but still pack a punch.

## SKY RAIDERS

The Sky Raiders' militaristic bent lends itself to their presence here, near the Council base. They avoid the areas heavily infested by the Banished Pantheon, but can be found in the other regions, their flying machines and soldiers waiting to blow away heroes who aren't keeping an eye on the sky.

## WARRIORS

The Warriors are found in a couple small areas of Striga Isle, and Odysseus's men will, as usual, provide a good, straightforward fight. No tricks or traps, no guns or lasers, and no scary magic powers, just good old slicing and dicing.

## NEIGHBORHOODS

### PORT NOBLE

Difficulty: Medium

Villain Groups: The Council, The Family, Warriors

The Port is where the ferry lands, and also the safest place on the island. Warriors and The Family can be found among the groups

of Council members. This is the only area of the island with so many normal human foes, though some of The Council's soldiers do push the limits of what "human" is.

## THE MAW

Difficulty: Medium

Villain Groups: Banished Pantheon, The Council, The Family, Sky Raiders

The Maw is a chokepoint where one narrow roadway is the only point of access to the island. The Council guard it fiercely, but Sky Raiders and Banished Pantheon fight them as well. You, the intrepid hero, get to fight all three.

## BONNY MORASS

Difficulty: Medium-Hard

Villain Groups: Banished Pantheon, The Council, The Family, Sky Raiders, Warriors

The Bonny Morass is where the Hansen Brothers can be found. It is also home to large numbers of The Council and Pantheon, as well as Warriors. Get ready to fight some vicious battles.

## THE BOG

Difficulty: Medium-Hard

Villain Groups: Banished Pantheon, The Council

The dire bog leading to The Council's base is haunted with people who just won't stay dead.

Their tribal shaman and giant animated wooden masks hurl deadly spells at you, not to mention the supersoldiers waiting to put bullets in you. Bring a tank and let him take the damage for you.

## THE WOLF'S THROAT

Difficulty: Hard

Villain Groups: Banished Pantheon, The Council

This tunnel leads directly to The Council Base, and is haunted by Banished Pantheon.

## THE COUNCIL BASE

Difficulty: Hard

Villain Groups: Banished Pantheon, The Council, Sky Raiders

The massive volcano that houses The Council's HQ dwarfs the surrounding landscape. The narrow catwalks that scale its surface are patrolled by armored guards, and the occasional werewolf. The Banished Pantheon's zombies haunt the hillside, and Sky Raiders command the skies. Heroes who assault this base will want to bring along plenty of backup.

## TASK FORCE MISSION START POINT

*Striga Isle actually features TWO task forces. The first is granted by Moonfire (a Kheldian) to groups of heroes levels 23-28. She can be found in the Bog, beside Ravenstorm.*

*Ernesto Hess doesn't give his task force until you've completed all of the contacts' missions on Striga Isle. He can be found deep inside The Council Base.*



## TALOS ISLAND

### Level Range: 20-27

Talos Island is named for the 300-foot hero who was popular in the middle of the 20th century. During a battle with his arch-rival, the serpentine Chimera, their fight's fury rent a rift in the ocean floor, encasing them as lava poured forth. The resulting island was named for the "'Terrific Titan," as the newspapers were fond of calling him. The island features a huge arena for heroes to battle each other, and a boardwalk named for early 1900s mayor "Spanky" Rabinowitz.









Now the Island is a battleground between the Warriors and the Tsos, who are jockeying for control of the Superadine trade in this part of town. The Freakshow also make an appearance, and Circle mages are on the smaller northern islands. Less civilized areas of this district are home to the Devouring Earth, and the gateway to Dark Astoria even has a few members of the Banished Pantheon.

This district should provide a diverse and challenging hunting ground for your hero, as long as you're not hasty and bring along a healer.



-  **Gate**  
Founders Falls  
Skyway City
-  **Hazard Zone**  
Dark Astoria
-  **Contacts**  
Josef Keller (C1)  
Tyler French (C2)  
Claire Childress (C3)  
Eliza Thorpe (C4)
-  **Plaques**  
Researcher (P1)
-  **Exploration Badges**  
Nature Lover (1)  
Whitecap (2)

### ENEMIES BY NEIGHBORHOOD

	BAN	COT	DUE	FRK	TSO	WAR
 Helen Point	—	—	—	—	20-22	—
 Ithaca Island	—	20-22	—	—	—	—
 Argo Highway	—	—	—	23-24	—	21-24
 Circle Island	—	23-25	—	—	—	—
 Argo Highway	23-24	—	—	—	—	—
 Eleusis	—	—	25-27	—	—	—
 The Serpents Teeth	—	—	25-27	—	—	—
 Scylla Island	—	26-27	25-27	—	—	—





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Phoenix Hospital

**Trainer**  
Luminary

**GS** **General Store**

**Mag. Store**  
Tabitha Fabish

**Mut. Store**  
Bio Technix

**Nat. Store**  
Future Dynamics

**Sci. Store**  
Deimos Innovations

**Tec. Store**  
Exarch Industries

**T** **Green Line**  
Brickstown  
Croatoa  
Independence Port  
Steel Canyon

**F** **Ferry**  
Peregrine Island  
Striga Isle

**A** **Arena**

**H** **Hero Field Analyst**

**C** **Contacts**  
Vic Garland (C1)  
Lt. Col. Hugh McDougal (C2)  
Oliver Haak (C3)  
Marvin Weintraub (C4)  
Miriam Bloechi (C5)  
Andrea Mitchell (C6)  
Polly Cooper (C7)  
Jim Bell (C8)  
John Strobel (C9)  
Piper Irving (C10)  
Cain Royce (C11)  
Lt. Manuel Ruiz (C12)  
Andrew Fiore (C13)  
Barry Gosford (C14)  
Hinckley Rasmussen (C15)

**S** **Special Contacts**  
Citadel (S1)

**P** **Plaques**  
Ghost Hunter (P1)  
Researcher (P2)  
Historian (P3)  
Authority (P4)

**Exploration Badges**  
Minotaur (1)



### ENEMIES BY NEIGHBORHOOD

**FRK** **TSO** **WAR**

<b>A</b>	New Thebes	22	22-23	20-24
<b>B</b>	New Sparta	-	21-27	-
<b>C</b>	New Corinth	-	21-26	22
<b>D</b>	New Troy	23-24	23-25	23-27

## VILLAIN GROUPS

### BANISHED PANTHEON

The dark cult known as the Banished Pantheon has spread into Talos Island from Dark Astoria. Their horde of desiccated zombies is led by mystical shaman and even fearsome Totems, animated tribal masks with formidable powers. They are found near the Dark Astoria gate, and are even more prevalent after dark. Heroes who

challenge them would be wise to bring along companions to help them stand against their frightening assault.

### CIRCLE OF THORNS

One of very few groups with members able to challenge all levels of heroes, the Circle can be found in Talos Island, particularly on the smaller islands to the north. Their already mighty powers are even stronger here, and you will find all manner of magic at their



## CONTACTS

**Andrea Mitchell:** Andrea is one of a local cadre of mystics who are concerned with the Banished Pantheon and Circle of Thorns activities in the area.

**Cain Royce:** Mr. Royce is worried about the disturbing number of magical zombies in the southeast of his district. If you work for him, be prepared to encounter some eerie powers.

**Joeseff Keller:** Joe seeks arcanists to help control the evil spirits to the southeast, and the wicked mages to the north.

**Oliver Haak:** Reports from the area near Dark Astoria indicate that disturbing things are happening. Oliver is seeking heroes willing to risk life and limb to keep Paragon safe.

**Piper Irving:** The lovely lady also is interested in seeing the Banished Pantheon kicked out of Talos Island. Her missions will let you encounter both the Banished and Circle mages.

**Hinckley Rasmussen:** Hinckley is worried about the recent peak in Tsoo activity, and heroes who accept his tasks might stumble upon something that goes deeper than they anticipated.

**Jim Bell:** The Tsoo gang's enchanted martial artists are stirring up a lot of

trouble lately. Jim wants intrepid adventurers to hear his concerns and take the fight to the streets.

**Lt. Manuel Ruiz:** The police are frustrated by their lack of progress in containing Tsoo activities. Lt. Ruiz needs your help!

**Tyler French:** After the Tsoo helped rout the former Asian gang from Talos Island, they picked right up where their predecessors left off! Tyler wants an end to their reign of terror.

**Barry Gosford:** Though you can't find them in the streets, the Sky Raiders have a small presence in Talos Island. Barry needs you to find out why.

**John Strobel:** Mr. Strobel has heard rumors of a mercenary group that calls itself the Sky Raiders. He needs you to protect the innocent from their warring ways.

**Polly Cooper:** Polly has possession of a device that can help the Lost reverse their unnatural mutations. Unfortunately, she's afraid to test it herself, which is where you come in!

**Andrew Fiore:** The creepy Freakshow's invasion of Talos Island has come to Andrew's attention. Their malignant attempts to undermine the government must be stopped!

**Claire Childress:** Claire has inside information on the Freakshow cyborgs. Interested adventurers should seek her out to lend a hand.

**Lt. Col. Hugh McDougal:** The Freakshow has been trying to steal weapons and stealth technology. The PCPD needs your help in stopping them!

**Vic Garland:** Vic can show heroes where to track down the Freakshow to stop their nefarious plans. Those cyborgs need to be taught some respect, and you're just the one to do it.

**Miriam Bloechl:** Miriam needs heroes to investigate recent mystical happenings within Paragon's walls. The Banished Pantheon and Circle of Thorns await heroes who work for Miriam.

**Eliza Thorpe:** Eliza is curious about the origins and purpose of the Devouring Earth. She requests the aid of heroes to find out what they're up to.

**Marvin Weintraub:** The Freakshow has been showing a scary amount of organization today, and Marvin needs heroes to help put an end to the vicious assault they're putting on all over the island.

disposal. Don't challenge them alone, or you'll quickly learn new meanings of ""pain"" and ""suffering.""

### DEVOURING EARTH

These bizarre creatures hate technology and, even more so, mankind. They stick to the undeveloped areas to Talos Island's east and west, awaiting heroes foolhardy enough to face them. They take the form of several nature-based items, from plants to mushrooms to strangely beautiful clusters of crystal. Do not take them lightly, though. Each type possesses strong

powers and a unique special attack. Their regions of Talos are among the most dangerous for adventuring vigilantes.

### FREAKSHOW

Cyberpunk Freakshow members are all about self-improvement. But rather than hit the gym, these psychotic thugs decided to do things a little faster, a little messier, and a lot more disturbingly. Their mechanical enhancements give them bizarre fighting abilities, and some can even rise again after they've fallen in battle. They also take the drug Excelsior to enhance their

power. Their real strength lies in hand-to-hand combat, so weaker heroes will want to hang back and avoid fisticuffs. Find the primarily in the southwest and the central island.

### TSOO

Few remember it these days, but the Tsoo once helped the PCPD oust another Far East gang from Paragon City. Once they were finished, they promptly and graciously took the vacancy and cut ties with the law. Tsoo can be found on the central island, as well as near the main entrance from Skyway City. Beware their





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powerful martial arts, and remember that their sorcerers can both teleport and heal their allies. They are manageable foes for a solo hero in a few places, but once you've moved to the main island, you'll want friends at your back before engaging the Tsoo.

## WARRIORS

The Warriors have a strong interest in the old ways of combat. They use archaic weapons like broadswords and warhammers, and provide the most straightforward fight in all of Talos Island. No arcane tricks, no post-KO resurrections. You hit them, they hit you back, and try to kill you like civilized people. The Warriors are the best bet for solo hunters, though in large numbers they can quickly become overwhelming. The Grecian theme of the area seems well suited to these fellows, and plenty of them can be found in New Thebes, Troy, and especially Corinth, where the massive Arena is located.

## NEIGHBORHOODS

### HELEN POINT

Difficulty: Easy  
Villain Groups: Tsoo

The main entrance to Talos Island from Skyway City will put you at Helen Point. From here you can see the island itself, as well as the small archipelago to the north. The only threat here is the occasional Tsoo, and even then, not in great numbers. This area does border on the deadly Serpent's Teeth region, though, so find some buddies before heading north.

### ITHACA ISLAND

Difficulty: Easy  
Villain Groups: Circle of Thorns

The sight of Mayor Spanky Rabinowitz's election gala, the isle is now covered in Circle of Thorns mages who use it to celebrate a different special event. Most groups of the mages can be found with Daemon Lords. A solo hero might have a little difficulty, mostly because of the powers the mages possess.

### NEW THEBES

Difficulty: Easy  
Villain Groups: Freakshow, Tsoo, Warriors

New Thebes is the main entry to Talos Island proper. Freaks, Tsoo, and Warriors all hang out amongst the lovely skyscrapers. While an individual hero could do all right here, bring friends if you head into the alleys.

### ARGO HIGHWAY

Difficulty: Medium-Hard  
Villain Groups: Banished Pantheon, Freakshow, Warriors

The western portion of this massive bridge is relatively safe, but as you travel east toward Founder's Falls and Dark Astoria, be prepared for the bad guys to grow teeth. The western end has Warriors and Freaks near the roadside, and the far eastern end is home to Banished Pantheon zombies and shaman. The roadway itself is, as usual for main thoroughfares, pretty safe, but straying to either side will put you face to face with some vicious fights.

### NEW TROY

Difficulty: Medium  
Villain Groups: Freakshow, Tsoo, Warriors

New Troy is another section of the main island, and houses the hospital, Green Line station, Luminary the superhero trainer, and Citadel, a task force starter. The areas around these safe places are home to a large number of Freaks, Tsoo, and Warriors, and should not be traveled alone. Again, the main roads are safe enough, but stray into the alleys and you'll find plenty of action.

### NEW CORINTH

Difficulty: Medium  
Villain Groups: Tsoo, Warriors

A popular Warrior hangout, New Corinth houses the Talos Island arena, a modern-day coliseum where costumed crime-fighters can go to fight someone other than criminals. The Tsoo also spend time here, along Spanky's Boardwalk. The area overlooks the northern cluster of islands, and also borders a dangerous beach where Tsoo can be found.

### CIRCE ISLAND

Difficulty: Medium  
Villain Groups: Circle of Thorns

While no beautiful sorceresses await to turn men into pigs, Circe Island is still a dangerous place, dotted with caverns and infested with wicked wizards. The steep hills make you grateful for your travel powers, and the large number of mages make you wish you'd brought some friends. Some of the mages are in the middle of sacrificial summoning rituals, and the victims would probably be most grateful for your help, though how they'll get home is a mystery.





## THE SERPENT'S TEETH

Difficulty: Hard

Villain Groups: Devouring Earth

The Devouring Earth patrols this neighborhood, daring puny humans to come in and despoil their natural haven. The beasts come in a nasty mix of minions, lieutenants, and even some Devourer bosses. Bring friends along and this area is a nice challenge for heroes in the upper end of Talos Island's level range.

## SCYLLA ISLAND

Difficulty: Hard

Villain Groups: Circle of Thorns, Devouring Earth

Another of the wild isles to the north, Scylla Island puts you between a rock and a hard place. Circle mages spend their time on the beach, not working on their

tans but summoning evil creatures from who-knows-where. The top of the hill is home to many Devouring Earth beasts, from minions to bosses. Beware the insect swarms that the Herders can summon, and if the creatures run, chase them cautiously.

## ELEUSIS

Difficulty: Hard

Villain Groups: Devouring Earth

The eastern analogue of the Serpent's Teeth region, Eleusis is another haven for Hamidon's minions. As usual when fighting the rampaging rockmen and bog monsters, be careful and bring backup! Should things turn sour, run to the water and not south, as the Banished Pantheon would love to help destroy you.

## NEW SPARTA

Difficulty: Hard

Villain Groups: Tsou

The most dangerous section on Talos Island itself is New Sparta, where Tsou Ink Men and sorcerers are rampant. You must travel through this area to get to the ferries that carry you to Striga or Peregrine Isles. The Talos entrance to Pocket D is here, as well. Be wary of the Tsou here, and the challenge should be manageable for a group of heroes.

### TASK FORCE MISSION START POINT

*Citadel can be found near Luminary in the middle of New Troy. His task force will have you hunting Column all over Paragon City.*







# TERRA VOLTA

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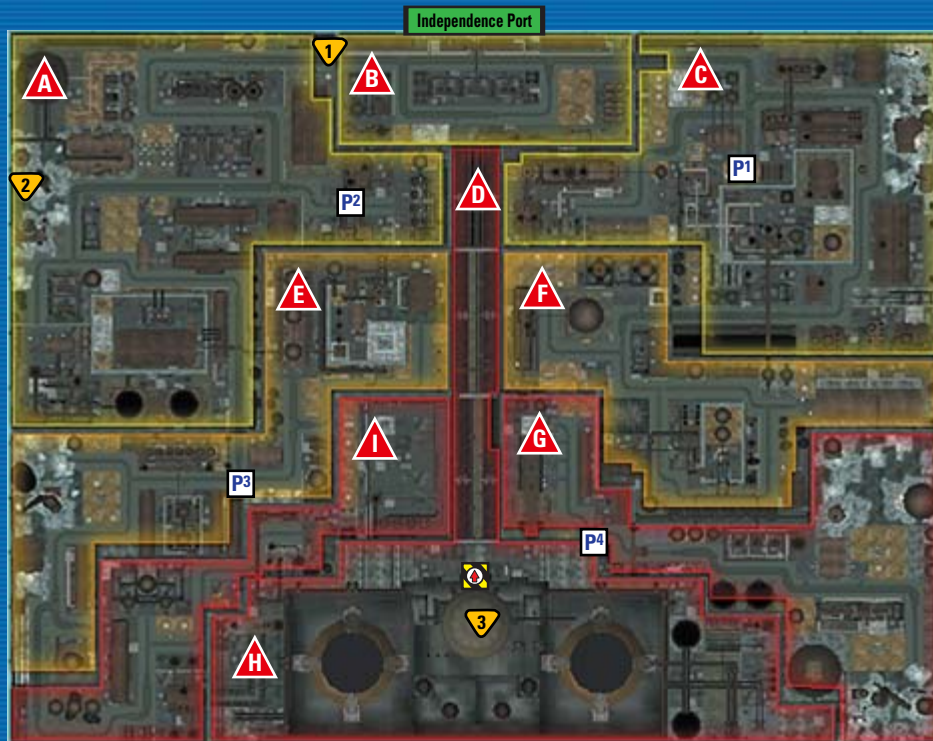
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- Gate**  
Independence Port
- Trial Zone**
- Plaques**  
Historian (P1)  
Researcher (P2)  
Historian 2 (P3)  
Authority (P4)
- Exploration Badges**  
Conjunction Junction (1)  
Nervous Dreck (2)  
Meltdown (3)

### Level Range: 23-29

Imagine going to work every day in the middle of a war zone. Hulking mutants eye you as you walk toward the main door, cyborgs leering as electricity arcs between the posts on their back, and mercenaries in the sky pointing their guns at you and laughing. Such is the plight of the poor workers at the Terra Volta power plant.

The original power plant was built on a pleasant undeveloped island, but manufacturing plants wanted to be close to their source of power. A smoke-belching morass quickly became all that was left of the formerly verdant isle. Eventually, the power plant was converted to nuclear power, and it still remains the main source of Paragon City's power. How long the city can maintain control remains to be seen.



### ENEMIES BY NEIGHBORHOOD

	DUE	FRK	LOS	SKY
<b>A</b> Raysun Petroleum	25-26	23-25	23-25	23-25
<b>B</b> Coroman Manufacturing	—	23-25	—	23-25
<b>C</b> Challenger Technology	26-27	23-25	23-25	23-25
<b>D</b> Gordon Trench	—	—	23-27	—
<b>E</b> Rogers Industries	25-27	25-27	—	25-27
<b>F</b> Walker Energy	—	25-27	—	25-27
<b>G</b> Cater Engineering	27-29	25-29	—	25-29
<b>H</b> Terra Volta Reactor	27-29	27-29	27-29	27-29
<b>I</b> Savage Waste Disposal	—	27-29	27-29	27-29

## VILLAIN GROUPS

### DEVOURING EARTH

The Devouring Earth monsters are here on a plain and simple mission of destruction. Their rampaging has demolished some of the abandoned factories along the walls of this sector, and one can only hope they never get near the power plant.

### FREAKSHOW

Why are the Freakshow here? Well, they get plenty of opportunity to fight, plus the industrial area is really cyberpunk, which is right up their alley! Whatever their reasons, the Freaks are a massive threat, ready to put heroes to the test with their fearsome melee skills.





## THE LOST

These mutants can typically be found in the depths of the trench leading to the reactor, avoiding the powerful enemies above. Just because they shy away from the higher conflict is no reason to underestimate them. These guys still come packing the punch of Rikti weaponry, along with their mind-controlling powers.

## SKY RAIDERS

Sure, they can fly and look impressive in that armor. But when it comes down to it, all the Sky Raiders have are traditional weapons. No real superpowers, just guns and jetpacks. While this might make them more mobile, they're still only human. These guys might just be the best bet for groups looking for a challenge that won't necessarily obliterate them.

## NEIGHBORHOODS

### COROMAN MANUFACTURING

Difficulty: Medium

Villain Groups: Freakshow, Sky Raiders

The factories near the entrance to Terra Volta are long since abandoned to the Freaks and Raiders. This location is a good place for your group to get a feel for Terra Volta, without too many of the nastier baddies breathing down your throat.

### RAYSON PETROLEUM

Difficulty: Medium

Villain Groups: Devouring Earth, Freakshow, The Lost, Sky Raiders

The refineries to Coroman's west have been under assault by the Devouring Earth, and a few buildings have been destroyed by their tireless attack. Freaks, Lost, and Raiders can also be found among the soot-filled streets.

## CHALLENGER TECHNOLOGY

Difficulty: Medium

Villain Groups: Devouring Earth, Freakshow, The Lost, Sky Raiders

Challenger has fared even worse against the onslaught of the Devouring Earth, and the entire northeastern corner of this neighborhood is rubble. The rest of the area is a maze of factories and pipes, among which you can find plenty of thugs and mercs for your group to challenge.

## ROGERS INDUSTRIES

Difficulty: Medium-Hard

Villain Groups: Devouring Earth, Freakshow, Sky Raiders

The maze of industrial excess continues, and as you wind your way deeper into Terra Volta the baddies are getting tougher. Your group is being tested to its limits, but with some caution and a little luck, you'll make it. The Lost tend to forgo this area, so you won't need to worry about them as much.

## WALKER ENERGY

Difficulty: Medium-Hard

Villain Groups: Freakshow, Sky Raiders

A few small power stations are the site of a battle between the Freaks and Raiders. Picking off the survivors is not an option, since they eagerly team up to take on a group of superheroes.

## GORDON TRENCH

Difficulty: Hard

Villain Groups: The Lost

The enormous Gordon Trench points straight as an arrow to the heart of Terra Volta. It's a long way down, and you'll want some sort of travel power to get yourself back out of there and over the dividing walls. Lost hang out in

the bottom of the trench, near their sewer hideouts.

## SEWAGE WASTE DISPOSAL

Difficulty: Hard

Villain Groups: Freakshow, The Lost, Sky Raiders

As if the soot and ash weren't bad enough, now you get to enjoy the stench of abandoned sewage plants. The Lost and Freaks will help take your mind off the smell, and the Sky Raiders should be a nice fight as well.

## CARTER ENGINEERING

Difficulty: Hard

Villain Groups: Devouring Earth, Freakshow, Sky Raiders

The area hit hardest by the Devouring Earth attacks, Carter Engineering lost several buildings to the beasts. The collapsed roofs are now the site of battles between the monsters, Raiders, and Freaks. If you decide to join in, get ready for them to all pound on you and your buddies.

## TERRA VOLTA REACTOR

Difficulty: Hard

Villain Groups: Devouring Earth, Freakshow, The Lost, Sky Raiders

The reactor towers over the rest of the district, its massive smokestack belching forth soot like an offering to the gods. The entire surface of the place is practically covered with baddies, and they constantly challenge your team. The Raiders here have a lot of bosses in their ranks, so be ready for some lengthy fights.





# TUNNELS OF THE TROLLS

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### Level Range: 5-15

Lieutenant Wincott's interest in the Hollows stems primarily from the fact that his son was kidnapped. After you've done the tasks your contacts in the Hollows appoint to you, Talshak has you speak with Karsis, who, against his will, tells you the location of the boy and what is planned for him. Heroes enter the Troll Tunnels to search for the boy, and face stronger opposition than any they've seen yet. These tunnels are full of all the enemies you've been fighting aboveground, but these enemies are the bigger siblings of those weak foes. Heroes should only come here with a group, and a tough one at that. The fights in here are dangerous and difficult, and you or your allies may have to take several trips back from the hospital.

When you make it to the center, you'll find the entrance to the Cavern of Transcendence and maybe even an opportunity to rescue the boy.

## VILLAIN GROUPS

### CIRCLE OF THORNS

The Circle mages in the troll tunnels are vicious and powerful. Their mastery can take control of your mind, flame, or even the earth itself. Be prepared for anything when fighting, and look out for Daemon Lords accompanying their puny human summoners. The Circle tends to stick to the cave network's center.

### MINIONS OF IGNEOUS

If it's underground and in the Hollows, you can bet Igneous monsters will be there. Pumicites wait to grind you to dust, and Magmites eagerly anticipate giving you the worst hotfoot of



**Hazard Zone**  
The Hollows



**Trial Zone**  
Cavern of Transcendence



### ENEMIES BY NEIGHBORHOOD



Tunnels

**COT**

12-15

**MOI**

13-15

**OUT**

12-15

**TRO**

12-15

your life. You also find Igneous in the cave's center, near the Circle mages.

### TROLLS

The Trolls infest these tunnels from top to bottom, from the entrances all the way to the

center. Your standard brawlers are accompanied by Jutals and Gardvords, and their seeming lack of special powers hides their powerful melee effectiveness. Heroes who underestimate the trolls can quickly be overrun by superior numbers and strength.



# VILLAINS

## ANTI-MATTER & HENCHMEN

### ANTI-MATTER

ArchVillain: Levels 43-54

Trapped within his powered armor, Anti-Matter used to be Tyrant's primary scientific consultant. He and Neuron were once the best of friends and created the Clockwork of Praetorian Earth together. Of late his theories have been more and more radical, causing Tyrant to lean on Neuron for research and analysis. Unbeknownst to anyone Anti-Matter had cracked the Portal tech. He is waiting to reveal his breakthrough in order to garner favor from Tyrant and his true love, Dominatrix.

#### POWERS/ABILITIES:

Cosmic Burst: Disorients and lowers Defense

Flight

X-Ray Beam: Reduces Defense

Enervating Field: Radioactive field reduces Damage and Damage Resistance

Lingering Radiation: Lowers Attack Rate and Movement Speed

Irradiate: Reduces Defense

Atomic Blast: Reduces Defense

Neutron Bomb: Reduces Defense

Neutrino Bolt: Reduces Defense

Resistance: ArchVillain resistance

Electron Haze: Reduces Defense

Radiation Infection: Reduces Accuracy and Defense

Escape: Can Teleport to escape

### NUON

Minion: Levels 40-54

Anti-Matter equipped his creations with the ability to generate energy and channel it into attacks. Although they appear somewhat similar to Neuron's minions and to the Clockwork of Primal Earth, they are mechanical constructs and obey only the master of radiation.

#### POWERS/ABILITIES:

X-Ray Beam: Reduces Defense

Neutrino Bolt: Reduces Defense

Irradiate: Irradiates and reduces Defense

Resistance: Knockback, Disorient, Sleep, Lethal, Psionic

### MESON

Lieutenant: Levels 40-54

Anti-Matter's constructs are designed to work together but occasionally there will be a specific task that he wants accomplished. The Meson unit is almost always assigned to these duties. They carry more logic circuits and can more easily follow complex instructions.

#### POWERS/ABILITIES:

X-Ray Beam: Reduces Defense

Neutrino Bolt: Reduces Defense

Irradiate: Irradiates and reduces Defense

Resistance: Knockback, Disorient, Sleep, Lethal, Psionic

### BARYON

Boss: Levels 40-54

The Baryon are the most powerful of Anti-Matter's constructs. They generate an intense amount of radiation and must be carefully contained when fighting in areas with a civilian presence.

#### POWERS/ABILITIES:

X-Ray Beam: Reduces Defense

Neutrino Bolt: Reduces Defense

Irradiate: Irradiates and reduces Defense

Resistance: Knockback, Disorient, Sleep, Lethal, Psionic







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## BANISHED PANTHEON

### LOCATION(S):

Dark Astoria is their primary zone, with some appearing on Talos Island. Mission doors for them can be generated anywhere.

### TYPES:

There are three basic types of Banished: Soldiers, Shaman and Masks.

Soldiers are the corpses and husks, the slow, lumbering infantry. They use brawling for melee and rifles for ranged damage, and typically do more damage in melee than at range.

Shaman are powered villains who use storm or earth control, or darkness powers. Their melee and ranged damage are secondary to their Knockdown and Disorienting abilities, which can render a Hero effectively defenseless.

Masks come in two forms, either a floating Tiki mask or a full-blown walking Totem. Masks have a wide range of powers, from Disorienting, Stunning and Sleeping, to direct damage blasts. Totem have some ranged abilities, but rely upon their massive melee attacks most of the time.

### TACTICS:

In any engagement with the Banished Pantheon, it is imperative to eliminate the Shaman before they incapacitate your Heroes and leave them as fodder for the Soldiers. The earth and storm control power sets have a large number of effects that can have Heroes bouncing up and down and unable to use any





powers, either offensive or defensive.

Beyond that, Soldiers run very slowly and are easy to evade, and do more melee damage than ranged, so kiting or keeping them at range is an option.

Masks fly very quickly and once they become aggressive, are very difficult to shake. They also have a very diverse set of powers, so they are a wild card in any engagement. In general, they should be taken out quickly. The Totems are slow-moving and vulnerable to Smashing damage.

### **ROTTING HUSK [20-29]**

### **ROTTING HUSK [40-54]**

**Minion: Levels 20-29, 40-54**

The Banished Pantheon's powers reach from the spirit world to raise the bodies of long dead soldiers armed with the weapons of our forefathers.

These dried out Husks of men provide the backbone of the Pantheon's armies—a never-ending supply of undead warriors.

#### **POWERS/ABILITIES:**

Musket: Moderate Lethal, moderate range

Lee-Enfield Rifle: Moderate Lethal & Knockback, moderate range

Brawl: Moderate Smashing

Tomahawk: High Lethal, Defense debuff

Wooden club: High Smashing

Low resist: Sleep, Fear, Cold, Psionic, Negative Energy, Stun

Vulnerable: Fire, Lethal, Energy

### **ROTTING CHAMBER [21-29]**

### **ROTTING CHAMBER [40-54]**

**Minion: Levels 21-29, 40-54**

Their hatred for humanity and utter disdain for life have left the Banished Pantheon with few allies. Thus they must make their own, by raising the dead to create armies of zombie-like servants totally devoted to their devilish agenda.

#### **POWERS/ABILITIES:**

Musket: Moderate Lethal, moderate range

Lee-Enfield Rifle: Moderate Lethal & Knockback, moderate range

Brawl: Moderate Smashing

Tomahawk: High Lethal, Defense debuff

Wooden club: High Smashing

Low resist: Sleep, Fear, Cold, Psionic, Negative Energy, Stun

Vulnerable: Fire, Lethal, Energy

### **STORM SHAMAN**

**Lieutenant: Levels 21-29, 40-54**

The Storm Shaman have mastered the power of the tempest. Their summoned thunderstorms assail their foes with fiery bolts of lightning, while their windstorms make it difficult for their enemies to fight back.

#### **POWERS/ABILITIES:**

Knife: Moderate Lethal

Thunderclap: PBAoE, minor Stun

Hurricane: PBAoE, minor Accuracy debuff & Knockback

Lightning Storm: Summon storm

### **DEATH SHAMAN**

**Lieutenant: Levels 21-29, 40-54**

Death Shaman have done what few have dared, descending into the Underworld and returning. After such an experience, they have power over life and death. They can drain the life from their victims or summon zombies to fight by their side.

#### **POWERS/ABILITIES:**

Knife: Moderate Lethal

Life Drain: High Negative Energy, self heal, & Accuracy debuff

Summon Husk: Raise a husk soldier

### **AVALANCHE SHAMAN**

**Lieutenant: Levels 21-29, 40-54**

To become an Avalanche Shaman, one must climb the world's highest mountains to commune with the Pantheon's dread gods: Once these labors are complete, Avalanche Shaman can command the Earth itself. Their favorite tactic is to trap their foes in deadly prisons of stone. They delight in their victims' cries as the stones grind together mercilessly.

#### **POWERS/ABILITIES:**

Knife: Moderate Lethal

Snow Storm: Moderate Slow

Tremor: Moderate Smashing, Knockback

Earthquake: Summon earthquake

Stone Prison: High Immobilize

### **SPIRIT OF SORROW**

**Boss: Levels 20-25, 40-54**

One of the four types of Corrupt Spirits, the Spirits of Sorrow thrive on sadness and depression. These spirits project blasts of pure sorrow that explode in life-





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sapping bursts, seeping the will and life force from anyone caught in the explosion.

### POWERS/ABILITIES:

Flight

Neutron Bomb: Moderate Energy, & Defense debuff

Low resist: Defense debuffs

Vulnerable: Psionic

## SPIRIT OF PAIN

**Boss: Levels 20-25, 40-54**

One of the four types of Corrupt Spirits, the Spirits of Pain delight in agony and misery. They particularly delight in the pain that they dish out by projecting blasts of pure destruction at their enemies.

### POWERS/ABILITIES:

Flight

Power Blast: Moderate Smashing, & Energy

Immune: Taunt

Low resist: Defense debuffs

Vulnerable: Psionic

## SPIRIT OF DESIRE

**Boss: Levels 20-25, 40-54**

One of the four types of Corrupt Spirits, the Spirits of Desire feed upon greed, avarice, and the loss of control that comes with overwhelming need. They like to flood an area with telepathic imagery, confusing and even damaging opponents with visions of their greatest desires:

### POWERS/ABILITIES:

Flight

Mental Blast: High Psionic

Low resist: Defense debuffs

Vulnerable: Psionic

## SPIRIT OF DEATH

**Boss: Levels 20-25, 40-54**

One of the four types of Corrupt Spirits, the Spirits of Death take joy in anyone's demise, be they friend or foe. Once they've become focused on a victim, they become single-minded in their attacks and cannot be distracted. They will even destroy themselves if it means defeating their opponent of choice.

### POWERS/ABILITIES:

Flight

Dark Blast: High Negative Energy & Accuracy debuff

Immune: Taunt

Suicide: Massive Negative Energy

Low resist: Defense debuffs

Vulnerable: Psionic

## TOTEM

**Boss: Levels 25-30, 40-54**

The Totems are avatars of the ancient gods of the Banished Pantheon: They are powerful, deadly foes who relish tearing Heroes apart with their bare hands. They enjoy it so much that they ignore any attempts to Disorient, dissuade, or divert their focus.

### POWERS/ABILITIES:

Pummel: Moderate Smashing & Knockback

High Resist: Sleep, Immobilize, Knockup, Knockback, Fear, Stun

Vulnerable: Psionic

Very vulnerable: Smashing

## ADAMASTOR

**ArchVillain: Level 29, 40-54**

For centuries, Adamastor caused havoc and destruction to sailors off the coast of Africa. According

to legend, he attacked the sea goddess Thetis and was banished from the ocean forever. Miserable and bereft, Adamastor wandered the Dark Continent seeking mortal prey — until the Banished Pantheon found a use for him in Paragon City.

### POWERS/ABILITIES:

Dry Heave: AoE, moderate Negative Energy, moderate range, resist debuff for

Smashing/Lethal/Fire/Cold/Energy/Negative Energy/Psionic

Foot Stomp: PBAoE, Moderate Smashing & Knockback

Foot Stomp: PBAoE moderate Smashing & Knockback

High Resist: Knockup, Knockback, Fear, Immobilize, Stun, Hold, Sleep

Resist: Negative Energy, Psionic, Cold

Vulnerable: Lethal, Energy, Fire





## BATTLE MAIDEN & HENCHMEN

### BATTLE MAIDEN ArchVillain: Levels 48-54

Drawn from War Earth, Battle Maiden uses high tech medieval weaponry.

#### POWERS/ABILITIES:

Moderate Resists: All but Psionic  
Vulnerability: Psionic  
Crossbow: Moderate Lethal & Knockback  
Exploding Bolt: Moderate Lethal & Knockback  
Hack: Moderate Lethal & Def debuff  
Slash: Moderate Lethal & Def debuff  
Slice: Moderate Lethal & Def debuff  
Parry: Moderate Lethal & self Def buff  
Whirling Sword: Moderate Lethal & Def debuff  
Disembowel: High Lethal & Def debuff  
Head Splitter: Very high Lethal, Def debuff & Knockback

### CHAMPION OF MOURNING Minion: Levels 45-54

The first thing that is taught to the Champions of War Earth is that you must always respect those who fall in battle. It does not matter if they are your comrades or your enemy, all those who give their lives to combat must be remembered.

#### POWERS/ABILITIES:

Crossbow: Moderate Lethal & Knockback  
Bash: Moderate Smashing & Stun  
Pulverize: High Smashing & Stun  
Clobber: Moderate Smashing & Stun  
Shatter: High Smashing & Knockback

### CHAMPION OF BATTLE

Lieutenant: Levels 45-54

To defeat the enemy in front of you and take the battle is the second lesson of the Champions of War Earth. They believe that if you cannot hold your place in the line then not only will you fall, but so will your comrades around you.

#### POWERS/ABILITIES:

Crossbow: Moderate Lethal & Knockback  
Hack: Moderate Lethal & Def debuff  
Slash: Moderate Lethal & Def debuff  
Parry: Moderate Lethal & self buff Def  
Whirling Sword: Moderate Lethal & Def debuff

### CHAMPION OF WAR Boss: Levels 45-54

The final lesson of the Champions of War Earth is that you must consider each action in terms of the larger picture. If you sacrifice too much to win one battle then you may lose the war. The highest rank of the Champions is always filled with master strategists.

#### POWERS/ABILITIES:

Crossbow: Moderate Lethal & Knockback  
Gash: Moderate Lethal & Knockback  
Chop: High Smashing & Knockback  
Beheader: Very high Smashing & Knockback  
Pendulum: High Lethal & Knockback

### QUANTUM CHAMPION OF MOURNING

Minion: Levels 45-54

#### POWERS/ABILITIES:

Quantum Array Gun: Slows Attack and Movement Rate

### QUANTUM CHAMPION OF BATTLE

Lieutenant: Levels 45-54

#### POWERS/ABILITIES:

Quantum Array Gun: Slows Attack and Movement Rate

### QUANTUM CHAMPION OF WAR

Boss: Levels 45-54

#### POWERS/ABILITIES:

Quantum Array Gun: Slows Attack and Movement Rate







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## BLACK SWAN & HENCHMEN

### BLACK SWAN

ArchVillain : Levels 48-54

Born with a connection to Shadow Earth in the Netherworld, Black Swan can channel energy from that dimension into attacks and defenses: She is served by minions that some say she draws from Shadow Earth and others say are created by stealing pieces from the shadows of her victims.

#### POWERS/ABILITIES:

Night Fall: Drains Life, reduces Accuracy

Gloom: Reduces Accuracy

Midnight Grasp: Immobilizes, reduces Accuracy as life drains

Shadow Maul: Reduces Accuracy

Oppressive Gloom: Disorients

Shadow Punch: Reduces Accuracy

Life Drain: Reduces Accuracy, heals Black Swan

Dark Blast: Reduces Accuracy

Siphon Life: Reduces Accuracy, heals Black Swan

Dark Servant: Summons an immobile Dark Servant to aid Black Swan

Dark Regeneration: Drains life from nearby opponents to heal Black Swan

Tenebrous Tentacles: Immobilizes, reduces Accuracy as it crushes

Resistance: Archvillain Resistance

### MINOR SHADOW

Minion: Levels 45-54

These small shadowy beings serve Black Swan loyally. They seem to have no desires or motivations of their own. Some people say that after they encounter them they experience

a chill for up to several weeks. They can channel dark energy into focused blasts.

#### POWERS/ABILITIES:

Dark Blast: Moderate Neg Energy & Accuracy debuff

Shadow Punch: Moderate Neg Energy, Smashing & Accuracy debuff

Gloom: Moderate Neg Energy & Accuracy debuff

Shadow Maul: Moderate Smashing, Neg Energy & Accuracy debuff

Moderate Resist: Neg Energy

Vulnerability: Energy

### SHADOW

Lieutenant: Levels 45-54

Although there are no clear visible differences between these minions and the Minor Shadows, it is obvious that they can draw on a greater reserve of power. Something about their essence makes them stronger: It is uncertain where that energy comes from, but the most popular theory is that they are created with a more direct connection to Shadow Earth.

#### POWERS/ABILITIES:

Dark Blast: Moderate Neg Energy & Accuracy debuff

Shadow Punch: Moderate Neg Energy, Smashing & Accuracy debuff

Gloom: Moderate Neg Energy & Accuracy debuff

Shadow Maul: Moderate Smashing, Neg Energy & Accuracy debuff

Moderate Resist: Neg Energy

Vulnerability: Energy

### MASTER SHADOW

Boss: Levels 45-54

These servants of Black Swan are obviously different in both size and power from their smaller

counterparts. They have achieved a mastery of Shadow energy that can only be surpassed by the dark lady herself.

#### POWERS/ABILITIES:

Dark Blast: Moderate Neg Energy & Accuracy debuff

Shadow Punch: Moderate Neg Energy, Smashing & Accuracy debuff

Gloom: Moderate Neg Energy & Accuracy debuff

Shadow Maul: Moderate Smashing, Neg Energy & Accuracy debuff

Moderate Resist: Neg Energy

Vulnerability: Energy

Twilight Grasp: Moderate Immobilize & Damage debuff all

Darkest Night: High Damage debuff all

Tenerous Tentacles: Minor Neg Energy, Smashing, Accuracy debuff & moderate Immobilize

Death Shroud: Minor Neg Energy

## BOBCAT & HENCHMEN

### BOBCAT

ArchVillain: Levels 43-54

Bobcat is a scientific hybrid between a woman and a feline predator. It took many painful operations to get her to the state she is now in, so her state of mind is violent and feral. Neuron is the only person she trusts, and her instincts even override that at times.

#### POWERS/ABILITIES:

Moderate Resists: All

Super Leap

Swipe: Moderate Lethal

Strike: Moderate Lethal

Slash: Moderate Lethal & Def debuff

Spin: Moderate Lethal

Eviscerate: High Lethal



Focus: Moderate Lethal & Knockback

Follow up: Moderate Lethal, high Accuracy & Damage buff self

Shockwave: Moderate Lethal & Knockback

Focused Fighting: Very High Def buff vs: ranged & melee

Unstoppable: Extreme Def buff to all but Psionic

## ALLEY CAT

Minion: Levels 40-54

The lowest rank of those who serve Bobcat is filled with strays. She searches the streets of the city for those who have nowhere else to go. She prefers those who have been injured in some way, mentally or physically and bear a grudge toward the ones that hurt them. Bobcat offers her Alley Cats something to fight for ... and against.

### POWERS/ABILITIES:

Swipe: Moderate Lethal

Strike: Moderate Lethal

Slash: Moderate Lethal & Def debuff

Shuriken: Moderate Lethal

## LYNX

Lieutenant: Levels 40-54

After an Alley Cat develops some skill he is moved to a leadership position. They have to be tough to attain this status but they must have compassion for their comrades as well. Bobcat will not tolerate cruelty among her group.

### POWERS/ABILITIES:

Swipe: Moderate Lethal

Strike: Moderate Lethal

Slash: Moderate Lethal & Def debuff

Shuriken: moderate Lethal

## OCELOT

Boss: Levels 40-54

The most important quality that Bobcat looks for when moving one of her people to the rank of Ocelot is trustworthiness. If Bobcat cannot hold someone at his word, he will never succeed in her group. Woe to anyone who betrays her.

### POWERS/ABILITIES:

Swipe: Moderate Lethal

Strike: Moderate Lethal

Slash: Moderate Lethal & Def debuff

Shuriken: Moderate Lethal

## QUANTUM ALLEY CAT

Minion: Levels 40-54

### POWERS/ABILITIES:

Quantum Array Gun: Slows Attack and Movement Rate

## QUANTUM LYNX

Lieutenant: Levels 40-54

### POWERS/ABILITIES:

Quantum Array Gun: Slows Attack and Movement Rate

## QUANTUM OCELOT

Boss: Levels 40-54

### POWERS/ABILITIES:

Quantum Array Gun: Slows Attack and Movement Rate

## CABAL

### INITIATE

Minion: Levels 25-34

For some, magic comes naturally, while others may take centuries to master it. Cabal initiates are still learning the ways of the winds. Their powers are meager, and so

they arm themselves with daggers. Over the years, they have become quite skilled in their use.

### POWERS/ABILITIES:

Resistance: Lethal, Disorient

Storm Strike: Temporarily halts Endurance Recovery

Charged Bolts: Ranged Energy

Flight

Positioning: Prefer aerial attacks, will flee if attacked in melee

## ADEPT

Minion: Levels 25-34

Though their skills are minimal in comparison to those of their leaders, Cabal Adepts have learned to summon hot lightening into their fists. After centuries of training for this feat, many Adepts are shocked to find that it is actually quite painful. Of course, after so many years spent battling the Red Caps, pain is nothing they can't handle.

### POWERS/ABILITIES:

Resistance: Lethal, Disorient

Charged Brawl: Temporarily halts Endurance Recovery

Storm Strike: Temporarily halts Endurance Recovery

Charged Bolts: Ranged Energy

Flight

Positioning: Prefer aerial attacks, will flee if attacked in melee

## STORM MAVEN

Lieutenant: Levels 25-34

It takes more than just hard work and dedication to become a Storm Maven. It takes a certain raw talent, and a sensitivity to the power wafting through every breeze in Croatoa. Some Mavens insist that they can hear the





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voices of their late husbands floating on those breezes. Whether true or not, this belief only strengthens their fury in battle.

### POWERS/ABILITIES:

Resistance: Lethal, Disorient

Charged Brawl: Temporarily halts  
Endurance Recovery

Storm Strike: Temporarily halts  
Endurance Recovery

Charged Bolts: Ranged Energy

Flight

Positioning: Prefer aerial attacks, will  
flee if attacked in melee

Lightning Bolt: Heavy damage, drains  
Endurance

Snow Storm: Slows Attack and  
Movement Speed

## THUNDER MAVEN

Lieutenant: Levels 25-34

It takes more than just hard work and dedication to become a Thunder Maven. It takes a certain raw talent, and a sensitivity to the power wafting through every breeze in Croatoa. Some Mavens insist that they can hear the voices of their late husbands floating on those breezes. Whether true or not, this belief only strengthens their fury in battle.

### POWERS/ABILITIES:

Resistance: Lethal, Disorient

Charged Brawl: Temporarily halts  
Endurance Recovery

Storm Strike: Temporarily halts  
Endurance Recovery

Flight

Positioning: Prefer aerial attacks, will  
flee if attacked in melee

Lightning Bolt: Heavy damage, drains  
Endurance

Ball Lightning: Deals Energy damage  
over time

## MAVEN OF MINISTRY

Lieutenant: Levels 25-34

It takes more than just hard work and dedication to become a Maven of Ministry. It takes a certain raw talent, and a sensitivity to the power wafting through every breeze in Croatoa. Some Mavens insist that they can hear the voices of their late husbands floating on those breezes. Whether true or not, this belief only strengthens their fury in battle.

### POWERS/ABILITIES:

Resistance: Lethal, Disorient

Charged Brawl: Temporarily halts  
Endurance Recovery

Storm Strike: Temporarily halts  
Endurance Recovery

Flight

Positioning: Prefer aerial attacks, will  
flee if attacked in melee

Lightning Bolt: Heavy damage, drains  
Endurance

O2 Boost: Heals wounds, protects vs.  
Sleep, Stun, Endurance Drain

## SORCERESS OF THE WINDS

Boss: Levels 25-34

Most Cabal Sorceresses have become quite hardened over the years. Most are utterly implacable, fixed single-mindedly on their quest to exterminate the Red Caps. Still, some Salamancans have reported seeing a look of pity in the eyes of the Sorceresses. It could be that there is some spark of humanity left in them.

### POWERS/ABILITIES:

Resistance: Lethal, Disorient

Lightning Storm: Bolts knock down an  
damage in AoE, can cause Panic

Lightning Bolt: Heavy damage, drains  
Endurance

Gale: Knocks down foes, moderate  
Smash damage

Ball Lightning: Deals Energy damage  
over time

Charged Brawl: Temporarily halts  
Endurance Recovery

Hurricane: Reduces Range and  
Accuracy

Storm Strike: Temporarily halts  
Endurance Recovery

Flight

Positioning: Prefer aerial attacks, will  
flee if attacked in melee

## AMY JONSSON

Boss: Levels 1-54

Katie's aunt, Amy Jonsson, has been her primary caretaker since the Cabal was stranded in the mystical land of Croatoa. Amy has significant powers, which are a boon to any person she hopes to assist.

### POWERS/ABILITIES:

Resistance: Lethal, Disorient

Lightning Bolt: Heavy damage, drains  
Endurance

Snow Storm: Slows Attack and  
Movement Speed

Flight

Positioning: Prefer aerial attacks, will  
flee if attacked in melee

Clear Mind: Protects one ally vs. Fear,  
Confuse, Immobilize; grants  
Perception vs. hidden foes

Adrenalin Boost: Dramatically  
increases an ally's Endurance  
Recovery, Hit Point Regeneration and  
attack rate for 90 seconds. Also grants  
the target high resistance to slow  
effects.



Healing Aura: Restores Hit Points to self and nearby allies

Heal Other: Heals single ally

Astral Form: Caster is Invisible until attacking w/bonus to Defense and penalty to Movement Speed

## MARY MACOMBER

Archvillain: Level 34

Trust doesn't come easily to Mary Macomber, the leader of the Cabal. She's been in Croatoa too long. Still, your reputation precedes you, and she is willing to listen. If you can impress her in combat, that is.

### POWERS/ABILITIES

Resistance: Archvillain resistance

Lightning Storm: Bolts knock down an damage in AoE, can cause Panic

Lightning Bolt: Heavy damage, drains Endurance

Gale: Knocks down foes, moderate Smash damage

Ball Lightning: Deals Energy damage over time

Charged Brawl: Temporarily halts Endurance Recovery

Hurricane: Reduces Range and Accuracy

Lightning Field: Minor DoT Energy damage

Lightning Clap: Knocks down and Disorients foes in AoE

Flight

Positioning: Prefer aerial attacks, will flee if attacked in melee

Teleport

## KATIE

Archvillain: Level 34

Katie's spirit has been trapped here by the spiteful Red Caps. As the youngest of their number, Katie represents the Cabal's hope for the future. If her spirit remains

trapped here, they are likely to turn away from all goodness and light in the world.

### POWERS/ABILITIES

Resistance: Archvillain resistance

Lightning Storm: Bolts knock down an damage in AoE, can cause Panic

Lightning Bolt: Heavy damage, drains Endurance

Gale: Knocks down foes, moderate Smash damage

Ball Lightning: Deals Energy damage over time

Charged Brawl: Temporarily halts Endurance Recovery

Hurricane: Reduces Range and Accuracy

Flight

Positioning: Prefer aerial attacks, will flee if attacked in melee

## SPRITE

Pet: Levels 25-34

The true nature of the Sprites is a matter of some controversy among paranormal experts. Many believe that they are the byproducts of the Cabal's magic. They seem to be intelligent, and will aid any person they perceive as worthy of their assistance.

### POWERS/ABILITIES:

Sprite Aura: Dramatically increases Endurance Recovery for everyone nearby

Flight

High Resistance: Smashing, Lethal, Immobilization

Vulnerable: Fire, Energy, Negative Energy

## BANE SIDHE

Boss: Levels 1-54

The Bane Sidhes are the most unhappy of all the Cabal's sorceresses. Their fury at the Red Caps

has manifested itself in the form of their mournful screams, which can cause even the most powerful heroes to cringe.

### POWERS/ABILITIES:

Resistance: Sleep, Fear, Immobilize

Ethereal

Dreadful Wail: High damage, drains Bane Sidhe's Endurance and prevents Endurance Recovery

Howl: Powerful short-range sonic attack

Scream: Moderate damage (DoT), weakens resistance to further damage

Shockwave: Minor Smash damage in cone-shaped AoE

Shout: High damage, reduces Damage Resistance

Flight

Positioning: Prefer aerial attacks, will flee if attacked in melee

## BANE SIDHE WAILER

Boss: Levels 1-54

### POWERS/ABILITIES

Resistance: Sleep, Fear, Immobilize

Ethereal

Dreadful Wail: High damage, drains Bane Sidhe's Endurance and prevents Endurance Recovery

Howl: Powerful short-range sonic attack

Scream: Moderate damage (DoT), weakens resistance to further damage

Shockwave: Minor Smash damage in cone-shaped AoE

Shout: High damage, reduces Damage Resistance

Flight

Positioning: Prefer aerial attacks, will flee if attacked in melee





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## CARNIVAL OF SHADOWS

### LOCATION(S):

The Carnival of Shadows can be found on Peregrine Island, though missions may pop up in any zone.

### TYPES:

There are five types of Carnival of Shadows villains: frontline, Strongmen, Ring Mistresses, Illusionists and the leaders.

Frontline units consist of Attendants and Harlequins and are relatively straightforward. Attendants use Energy and Fire, while Harlequins use swords, knives and Electricity. They engage at range, then close and are essentially the same as the frontline troops of the other factions.

Strongmen are stone or super-strength invulnerability tankers, with all that implies. They wade in with Knockdown and Stun attacks and do far more damage than any PC tanker could at the same level. Ring Mistresses are controllers, using either Psionics or Dark powers to lock down and damage heroes. They hang back and do crowd control on the heroes while the others wade in and pick them off.

Illusionists are illusion controllers with flight and phase shift, allowing them to go intangible. Their bosses use Phantom Army, Phantasm and Dark Servant. Like the Mistresses, they try to stay out of melee range, throw out their pets and then go intangible, so they're still doing damage but are untouchable.

The leaders are arch villains with resistances to most attacks and a wide variety of Psionic and Dark-based attacks: These are the head

bosses for the faction, are unique, and are extremely powerful, requiring a full group and perhaps more to take down.

### TACTICS:

The frontline units are the least dangerous, and can be saved for last. The Strongmen are effectively treated the same as Tsoo Spirits and need to be engaged relatively early, but the bosses and Ring Mistresses need to be taken out first, as they have the ability to lock you down: After them, the illusionists should be tackled to eliminate their crowd-control abilities. Once those two ranks are removed, the rest is clean-up.

### ATTENDANT

Minion: Levels 40-54

The lowest echelon of the Carnival of Shadows is filled with these servants: Although they are at the bottom of the ladder, they should not be underestimated. They wear the distinctive mask of the Carnival and draw resistance to mental attacks from it like the rest of their comrades.

#### POWERS/ABILITIES:

Psychic Visage: Moderate End drain

Resistant: Psionic

Vulnerable: Lethal

Energy Rings: Minor Lethal, Energy, Stun

### SENESCHAL

Lieutenant: Levels 40-54

The Seneschals of the Carnival are the efficient leaders of the rank and file. They most commonly rise from amidst the Attendants but occasionally a Harlequin will be moved over into this role. In addition to their access to the

same arsenal as the Attendants, the Seneschals use torches to create fire attacks.

#### POWERS/ABILITIES:

Psychic Visage: Moderate End drain

Resistant: Psionic

Vulnerable: Lethal

Torch: Moderate Smashing & Fire

Firebreath: Moderate Fire

Spitfire: Moderate Fire

### HARLEQUIN FENCER

Minion: Levels 40-54

These capering minions look bright and cheerful in their motley, but they are a grave threat. They are masters of the blade, prodding their enemy with pinpoint knife throwing and then using vicious sword attacks when in melee. Their place in the Carnival hierarchy is low.

#### POWERS/ABILITIES:

Psychic Visage: Moderate End drain

Resistant: Psionic

Vulnerable: Lethal

Super Leap

Stab: Moderate Lethal & Def debuff

Parry: Moderate Lethal & Def debuff

Throwing Knife: Moderate Lethal

### HARLEQUIN JUGGLER

Minion: Levels 40-54

These deadly troubadours use their dexterity to turn juggling rings into attacks: Their lightning reflexes combine with electricity-charged rings to provide quite a show: They wear the masks that are issued to all the Carnival. These masks increase the healing rate of all these tricksters, among other things.



### **POWERS/ABILITIES:**

Psychic Visage: Moderate End drain  
 Resistant: Psionic  
 Vulnerable: Lethal  
 Super Leap  
 Electrical Rings: Minor Lethal, Energy & End drain  
 Exploding Ring: Minor Energy & End drain

## **BRONZE STRONGMAN**

**Minion: Levels 40-44**

The strongmen of the Carnival of Shadows are capable of amazing feats of strength. The Bronze Strongmen are recruited for their potential and are mentally dominated by the Ring Mistresses. They are then put through a rigorous training regimen to achieve their Herculean physique and are sealed in their helmets.

### **POWERS/ABILITIES:**

Psychic Visage: Moderate End drain  
 Resistant: Psionic  
 Vulnerable: Lethal  
 Resistant: Smashing, Immobilize, Knockback  
 Hurl: High Smashing & Knockback  
 Jab: Moderate Smashing & Stun  
 Punch: Moderate Smashing & Knockback  
 Haymaker: High Smashing & Knockback

## **IRON STRONGMAN**

**Minion: Levels 45-54**

After serving the Carnival loyally for a year and a day, the Bronze Strongmen are presented with a mallet made of cold iron that is symbolic a representation of their loyalty as well as a fearsome weapon. The Iron Strongmen are

the backbone of the Carnival's physical threat level.

### **POWERS/ABILITIES:**

Psychic Visage: Moderate End drain  
 Resistant: Psionic  
 Vulnerable: Lethal  
 Resistant: Smashing, Immobilize, Knockback  
 Hurl: High Smashing & Knockback  
 Giant Mallet: Moderate Smashing & Knockup  
 Smash: Moderate Smashing & Knockback  
 Temp Invulnerability: Very high Smashing & Lethal resistance

## **STEEL STRONGMAN**

**Lieutenant: Levels 40-54**

The Steel Strongmen are the pinnacle of the Carnival's muscle. Upon loyal service as an Iron Strongman for five years and a day, they are re-sealed into specially designed helms that provide the normal protections, as well as the ability to harness their inner strength to weaken their opponent's attacks.

### **POWERS/ABILITIES:**

Psychic Visage: Moderate End drain  
 Resistant: Psionic  
 Vulnerable: Lethal  
 Resistant: Smashing, Immobilize, Knockback  
 Hurl: High Smashing & Knockback  
 Punch: Moderate Smashing & Knockback  
 Haymaker: Moderate Smashing & Knockback  
 Temp Invulnerability: Very high Smashing & Lethal resistance  
 Hand Clap: Very high Stun & Knockback  
 Foot Stomp: Moderate Smashing & Knockback

Mask of Weakness: Very high damage debuff for all damage types

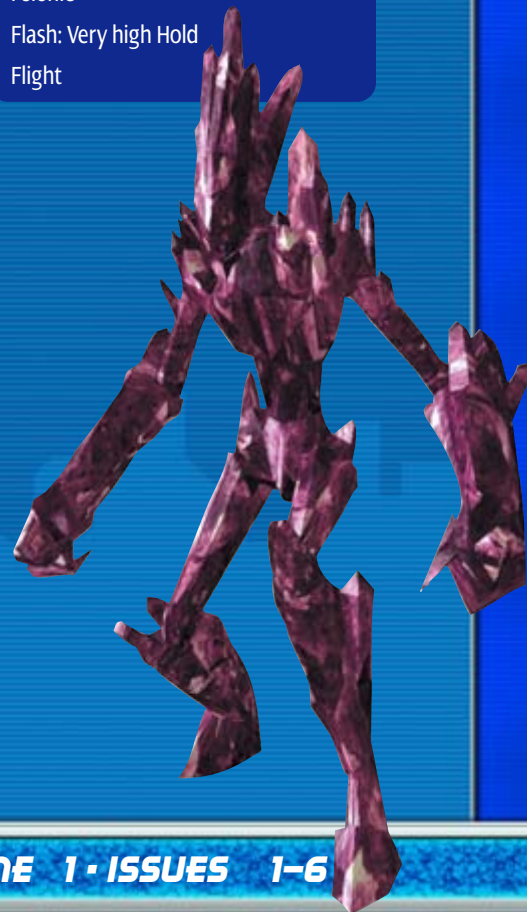
## **ILLUSIONIST**

**Lieutenant: Levels 40-54**

The Carnival Illusionists are as deadly as they are elegant. Their masks enhance their natural psychic abilities and allow them to create deadly mental illusions. These powers attack their opponents' minds directly and can convince them that they are being wounded, among other things. The Illusionists are also trained to use the power of their minds to fly.

### **POWERS/ABILITIES:**

Psychic Visage: Moderate End drain  
 Resistant: Psionic  
 Vulnerable: Lethal  
 Spectral Wounds: High Psionic  
 Phase shift: Intangible  
 Blind: Very high Hold, moderate Psionic  
 Flash: Very high Hold  
 Flight







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## MASTER ILLUSIONIST

**Boss: Levels 40-54**

After wearing their masks for long enough, Illusionists can manifest their thoughts in the form of phantasms. At first the phantasms are insubstantial and ineffective, but after a training process the Master Illusionist can maintain them for longer periods of time and use them offensively.

### POWERS/ABILITIES:

Psychic Visage: Moderate End drain  
Resistant: Psionic  
Vulnerable: Lethal  
Spectral Wounds: High Psionic  
Phase shift: Intangible  
Blind: Very high Hold, moderate Psionic  
Flash: Very high Hold  
Flight  
Phantom Army  
Phantasm

## RING MISTRESS

**Boss: Levels 40-44**

The Ring Mistresses are taken from the ranks of the Carnival. The strongest minds with the most capacity for evil are shaped and then hidden behind the most powerful masks that the Carnival has: No one is certain where these masks come from, but they enhance the psychic abilities of the Ring Mistresses exponentially. They rule the troupes of the Carnival with a steel hand in a velvet glove.

### POWERS/ABILITIES:

Psychic Visage: Moderate End drain  
Resistant: Psionic

Vulnerable: Lethal

Mental Blast: Moderate Psionic

TK Blast: Moderate Smashing & Psionic

Subdue: High Psionic & Immobilize

Will Domination: High Psionic & Sleep

Mask of Vitiatio: Very high Def debuff & End drain

## DARK RING MISTRESS

**Boss: Levels 45-54**

When a Ring Mistress has accomplished a number of successful tasks for the Carnival of Shadows, her mask is enhanced with dark and terrible powers. In addition to psychic attacks, the Dark Ring Mistresses assault their enemies with power from the shadowed recesses of their minds.

### POWERS/ABILITIES:

Psychic Visage: Moderate End drain  
Resistant: Psionic  
Vulnerable: Lethal  
Mental Blast: Moderate Psionic  
TK Blast: Moderate Smashing & Psionic  
Subdue: High Psionic & Immobilize  
Will Domination: High Psionic & Sleep  
Mask of Vitiatio: Very high Def debuff & End drain  
Petrify: Very high Hold  
Twilight Grasp: High Immobilize & Accuracy & Damage debuff for all Damage types  
Darkest Night: High Accuracy & Damage debuff, all Damage types

## MADAME OF MYSTERY

**Boss: Levels 40-47**

### POWERS/ABILITIES:

Psychic Visage: Moderate End drain  
Resistant: Psionic  
Vulnerable: Lethal

Mental Blast: Moderate Psionic

TK Blast: Moderate Smashing & Psionic

Subdue: High Psionic & Immobilize

Will Domination: High Psionic & Sleep

Mask of Vitiatio: Very high Def debuff & End drain

Petrify: Very high Hold

Twilight Grasp: High Immobilize & Accuracy & Damage debuff for all Damage types

Darkest Night: High Accuracy & Damage debuff, all Damage types

## MADELEINE CASEY

**ArchVillain: Levels 40-47**

After facing her three times, you have learned that the Madame of Mystery is actually the psychic projection of Madeleine Casey's soul. Unless you can destroy the Madame completely, Madeleine's soul will continue to serve the Carnival forever.

### POWERS/ABILITIES:

Psychic Visage: Moderate End drain  
Resistant: Psionic  
Vulnerable: Lethal  
Resists: Moderate fear, Hold, Stun, Sleep, confusion, Knockback  
Mental Blast: Moderate Psionic  
TK Blast: Moderate Smashing & Psionic  
Subdue: High Psionic & Immobilize  
Will Domination: High Psionic & Sleep  
Mask of Vitiatio: Very high Def debuff & End drain  
Petrify: Very high Hold  
Twilight Grasp: High Immobilize & Accuracy & Damage debuff for all Damage types  
Darkest Night: High Accuracy & Damage debuff, all Damage types



## VANESSA DEVORE

ArchVillain: Levels 48-54

Vanessa DeVore is many things to many people: sly trickster, peppy party girl, cold-hearted killer. For years she's been wearing the delicate porcelain mask that contains the soul of the powerful psychic, Giovanna Scaldi. Even with Giovanna vastly weakened by her defeat on the psychic plane, Vanessa is as strong, and as evil, as ever: She has made Giovanna's power her own, and in doing so, she has destroyed the innocent woman she once was.

### POWERS/ABILITIES:

Resists: All at high

Vanessa's Psyche: Complete End drain

Psychic Scream: Moderate Psionic

Telekinetic blast: Moderate Smashing, Psionic & Knockback

Subdue: High Psionic & Immobilize

Psionic Tornado: Minor Psionic & Knockup

Dominate: Moderate Psionic, high Hold

Total Domination: High Immobilize

Twilight Grasp: Moderate debuff to Accuracy & Damage, all types

Darkest Night: High Accuracy & Damage debuff, all types

## GIOVANNA SCALDI

ArchVillain: Levels 45-54

Though records say Giovanna Scaldi died in 17th-century Venice, it appears she is alive and well — in Vanessa DeVore's mind. Her soul has survived the centuries locked away in a porcelain mask, and it is her great psychic power that truly drives the Carnival of Shadows.

### POWERS/ABILITIES:

Resists: All at moderate

Psychic Scream: Moderate Psionic

Telekinetic blast: Moderate Smashing, Psionic & Knockback

Subdue: High Psionic & Immobilize

Psionic Tornado: Minor Psionic & Knockup

Dominate: Moderate Psionic, high Hold

Total Domination: High Immobilize

## QUANTUM ATTENDANT

Minion: Levels 40-54

### POWERS/ABILITIES:

Quantum Array Gun: Slows Attack and Movement Rate

Psychic Visage: Moderate End drain

Resistance: Psionic

Vulnerable: Lethal

## QUANTUM STRONGMAN

Lieutenant: Levels 40-54

### POWERS/ABILITIES:

Quantum Array Gun: Slows Attack and Movement Rate

Psychic Visage: Moderate End drain

Resistance: Psionic, Knockback, Immobilization, Slow, Smashing

Vulnerable: Lethal

## QUANTUM MISTRESS

Boss: Levels 40-44

### POWERS/ABILITIES:

Quantum Array Gun: Slows Attack and Movement Rate

Psychic Visage: Moderate End drain

Resistance: Psionic

Vulnerable: Lethal

## CHIMERA & HENCHMEN

### CHIMERA

ArchVillain : Levels 48-54

When his parents were killed by the villain Doppleganger, Chimera was given the opportunity of a lifetime. Doppleganger took the boy under his wing and trained him to be the world's premier silent killer.

### POWERS/ABILITIES:

Moderate Resists: All

Super Leap

Swipe: Moderate Lethal

Strike: Moderate Lethal

Slash: Moderate Lethal & Def debuff

Spin: Moderate Lethal

Eviscerate: High Lethal

Focus: Moderate Lethal & Knockback

Follow up: Moderate Lethal, high Accuracy & Damage buff self

Shockwave: Moderate Lethal & Knockback

Focused Fighting: Very High Def buff vs: ranged & melee

Unstoppable: Extreme Def buff to all but Psionic







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## COCKATRICE

Minion: Levels 45-54

These low rank servants of Chimera have only the most rudimentary skills with poison. They can create a toxin that will slowly damage their target, but is almost never fatal unless combined with other attacks.

### POWERS/ABILITIES:

Shuriken: Moderate Lethal  
Caltrops  
Bow: Moderate Lethal  
Sai: Moderate Lethal & Def debuff  
Brawl: Moderate Smashing

## BASILISK

Lieutenant: Levels 45-54

As Chimera's servants advance through the ranks, they continue their mastery of weapons and poisons. The Basilisk coat their weapons with a poison that will dull their enemies' reflexes and make them easier to finish off.

### POWERS/ABILITIES:

Shuriken: Moderate Lethal  
Caltrops  
Bow: Moderate Lethal  
Kama: Moderate Lethal, Slow & Accuracy debuff  
Brawl: Moderate Smashing

## GORGON

Boss: Levels 45-54

These combatants are among the most feared that the Praetorians can field. Their weapons are coated with a poison that will paralyze their opponents. This allows them to easily capture or defeat them at their leisure.

### POWERS/ABILITIES:

Shuriken: Moderate Lethal  
Caltrops  
Bow: Moderate Lethal  
Hack: Moderate Lethal, Hold & Def debuff  
Slash: Moderate Lethal, Hold & Def debuff

## QUANTUM COCKATRICE

Minion: Levels 45-54

### POWERS/ABILITIES:

Quantum Array Gun: Slows Attack and Movement Rate

## QUANTUM BASILISK

Lieutenant: Levels 45-54

### POWERS/ABILITIES:

Quantum Array Gun: Slows Attack and Movement Rate

## QUANTUM GORGON

Boss: Levels 45-54

### POWERS/ABILITIES:

Quantum Array Gun: Slows Attack and Movement Rate

## CIRCLE OF THORNS

### CIRCLE OF THORNS

The Circle of Thorns make their home in Perez Park. They are also found in the crevasses of Faultline, Talos Island, Founders' Falls and Dark Astoria.

### TYPES:

There are four types of Circle of Thorns: Guards, Daemons, Casters and Behemoths. Guards are simple, balanced thugs with crossbows for range

and a variety of edged weapons for Lethal damage.

Daemons are summoned, floating, disembodied spirits that use the dark ranged and dark melee power pools.

Casters are the lieutenants and bosses, equipped with themed power suites. Earth casters use stone mastery, Fire casters use fire mastery, and so forth: They essentially are elemental Controllers.

Behemoth are massive flame Tankers that also use fire manipulation.

### TACTICS:

Take the targets in the reverse order listed above, focusing on Behemoth over Casters, over Daemons, over Guards. Behemoths use both ranged and area of effect attacks and dish out a lot of damage: When engaging Casters, only have one person in direct melee contact with them at a time. If more than one person is meleeing them, or they are the last enemy left, they will self-detonate for a LOT of hit points, frequently taking out ranged Heroes who were unprepared: Always leave a Guard or Daemon around until the casters are down or not only will they blow up and hurt you, you also lose all the experience points they waste by exploding.

Many who have lost hope go looking in dark places for the answers to life's questions. The Followers are those whose search has taken them to the Circle of Thorns: Now they must prove their true devotion by serving the Circle's evil will.



## GUARD

Minion: Levels 5-12

### POWERS/ABILITIES:

Dagger: Minor Lethal

Falchion: Moderate Lethal & Negative Energy

Sword: High Lethal and Defense debuff

Scimitar: High Lethal & Negative Energy

Thorn Sword: Moderate Lethal, Negative Energy, & Slow

Hand Crossbow: Minor Lethal & Negative Energy, short range

Crossbow: Moderate Lethal, Negative Energy & Knockback, moderate range

## ARCHER

Minion: Levels 13-22

### POWERS/ABILITIES:

Dagger: Minor Lethal

Falchion: Moderate Lethal & Negative Energy

Sword: High Lethal and Defense debuff

Scimitar: High Lethal & Negative Energy

Thorn Sword: Moderate Lethal, Negative Energy, & Slow

Hand Crossbow: Minor Lethal & Negative Energy, short range

Crossbow: Moderate Lethal, Negative Energy & Knockback, moderate range

## DEFENDER

Minion: Levels 23-30

### POWERS/ABILITIES:

Dagger: Minor Lethal

Falchion: Moderate Lethal & Negative Energy

Sword: High Lethal and Defense debuff

Scimitar: High Lethal & Negative Energy

Thorn Sword: Moderate Lethal, Negative Energy, & Slow

Hand Crossbow: Minor Lethal & Negative Energy, short range

Crossbow: Moderate Lethal, Negative Energy & Knockback, moderate range

## GUIDE

Minion: Levels 31-54

### POWERS/ABILITIES:

Dagger: Minor Lethal

Falchion: Moderate Lethal & Negative Energy

Sword: High Lethal and Defense debuff

Scimitar: High Lethal & Negative Energy

Thorn Sword: Moderate Lethal, Negative Energy, & Slow

Hand Crossbow: Minor Lethal & Negative Energy, short range

Crossbow: Moderate Lethal, Negative Energy & Knockback, moderate range

## THORN WIELDER

Minion: Levels 5-13

The mighty Thorn Wielders are the elite guardians of the Circle of Thorns. They wield the sacred Thorn Blades, enchanted weapons that leave a taint of foul magic on anyone they strike:

### POWERS/ABILITIES:

Greater Thorn Sword: High Lethal, Negative Energy & Slow

Throwing Dagger: Minor Lethal & Negative Energy, short range

## SPECTRAL DAEMON (24-29)

Minion: Levels 14-29

The Circle's sunken city of Oranbega is rumored to be filled with the ancient ghosts of its original inhabitants. Some of

these spirits become malevolent Specters, angry and incorporeal beings immune to physical attacks but capable of causing tremendous damage to living beings.

### POWERS/ABILITIES:

Smite: Minor Smashing, Negative Energy, Accuracy debuff

Siphon Life: Moderate Negative Energy, Psionic, Accuracy debuff, & self-heal

Resist: Immobilization, Smashing, Lethal, Negative Energy

Vulnerable: Energy, Psionic

Ethereal: Invulnerable

Flight

## SPECTRAL DAEMON LORD

Lieutenant: Levels 14-29

### POWERS/ABILITIES:

Smite: Minor Smashing, Negative Energy, Accuracy debuff

Siphon Life: Moderate Negative Energy, Psionic, Accuracy debuff, & self-heal

Midnight Grasp: High Negative Energy, Accuracy debuff, and Immobilize

Chill of the Night: Minor Negative Energy & Accuracy debuff

Moderate Resist: Smashing, Lethal, Negative Energy

Vulnerable: Energy, Psionic

Ethereal: Invulnerable

Flight

## FIRE THORN CASTER

Minion: Levels 30-34

Weaving magical effects from fire can be dangerous for the novice mage, but Fire Casters have perfected the art. They can conjure up fires to immolate or distract their enemies, and some





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can even draw on their foes' body heat to restore their own power.

### POWERS/ABILITIES:

Flares: Minor Fire, moderate range  
Fire Ball: Moderate Fire & Smashing, moderate range  
Fire Sword: Moderate Fire, moderate range, chance of igniting foes  
Char: Hold, moderate range  
Consume: PBAoE, minor Fire, Endurance recharge

## EARTH THORN CASTER

Minion: Levels 35-39

The Earth Casters' mastery over stone and sand makes them quite valuable in the underground city that the Circle of Thorns inhabits. But they can use their magic for more than digging tunnels and repairing walls. Under their control, the very ground beneath a Hero's feet can become a deadly weapon.

### POWERS/ABILITIES:

Hurl Boulder: Medium damage, Knockback  
Stone Prison: Minor Smashing, Immobilize  
Stone Spears: Moderate Lethal  
Stone Fist: Moderate damage, Disorient  
Rock Armor: Adds high Smashing & Lethal Defense  
Quicksand: Summon quicksand

## AIR THORN CASTER

Minion: Levels 40-44

Air Casters can harness the winds to give themselves the power of flight. They can also conjure up meteorological menaces from lightning bolts to snow storms.

### POWERS/ABILITIES:

Lightning Bolt: High Energy and Endurance drain, moderate range  
Gale: Knockback, Minor Smash  
Charged Brawl: Temporarily halts Endurance Recovery  
Thunder Clap: Pale Stun  
Snow Storm: AoE Slow, moderate range  
Flight

## ICE THORN CASTER

Minion: Levels 45-54

The frigid magics of the Ice Casters take careful study to master. In the hands of these mages, ice becomes a deadly weapon, either shredding enemies with jagged blasts or freezing them in place and chilling them to their bones.

### POWERS/ABILITIES:

Ice Blast: Moderate Smashing, Cold, & Slow, moderate range  
Ice Sword: Moderate damage, Slows Movement and Attack Speed  
Block of Ice: Hold, moderate range  
Chilblain: Minor Cold, Immobilize, moderate range  
Bitter Ice Blast: Superior Smashing, Cold, & Slow, moderate range  
Frozen Armor: Adds high resist to Smashing, Lethal, Fire & Cold

## LIFE MAGE

Lieutenant: Levels 5-10

Magical mastery over life can be a powerful tool for good, but in the hands of the Life Mages it is a deadly weapon. They can suck the very life force out of their foes, weakening and eventually killing them.

### POWERS/ABILITIES:

Brawl: Moderate Smashing  
Poison Staff: Moderate Negative Energy, self heal  
Kamikaze: PBAoE, high Energy

## ENERGY MAGE

Lieutenant: Levels 10-16

Within their fabled lost city, the High Mages of Energy provide light, heat, and energy for their brethren. In battle they unleash their power in blasts of utter destruction, capable of ripping apart flesh, stone, and steel.

### POWERS/ABILITIES:

Brawl: Moderate Smashing  
Thorn Staff: Minor Energy, Endurance reduction  
Kamikaze: PBAoE, high Energy





## FORCE MAGE

Lieutenant: Levels 15-22

The High Mages of Force deal with the primal forces that move the universe. In their sunken city, they are responsible for preventing cave-ins by siphoning off the Earth's seismic energy into useful pursuits. In battle, they can sap the very strength from a foe's limbs and add it to their own.

### POWERS/ABILITIES:

Brawl: Moderate Smashing  
Crystal staff: High Smashing, Knockback, reduce resist on all damage  
Kamikaze: PBAoE, high Energy

## SOUL MAGE

Lieutenant: Levels 20-30

The High Mages of the Soul delve into the deepest reaches of the human spirit. They are largely responsible for the gathering and training of specters and other spirits. When forced into combat, they petrify their foes in a wave of inescapable self-contemplation that leaves them incapable of any action.

### POWERS/ABILITIES:

Brawl: Moderate Smashing  
Darkness Staff: Hold  
Darkness Staff Gloom: Minor Negative Energy, Accuracy debuff  
Kamikaze: PBAoE, high Energy

## MADNESS MAGE

Boss: Levels 5-14

The Masters of Madness can control every aspect of the psyche. For their friends, they provide a constant aura of mental fortitude that helps them in all endeavors. In battle, their enemies suffer complete mental

domination that leaves them incapable of any action at all.

### POWERS/ABILITIES:

Falchion: Moderate Lethal & Negative Energy  
Fortitude: Buff all damage, to hit, all defenses  
Psychic Scream: Reduces Attack Speed  
Mesmerize: Moderate Psionic, Sleep  
Scramble Thoughts: Disorient  
Dominate: Hold  
Kamikaze: PBAoE, high Energy

## ARCH MAGE OF MADNESS

Boss: Levels 40-54

### POWERS/ABILITIES:

Resistance: High Resistance to all  
Falchion: Moderate Lethal & Negative Energy  
Fortitude: Buff all damage, to hit, all defenses  
Psychic Scream: Reduces Attack Speed  
Mesmerize: Moderate Psionic, Sleep  
Scramble Thoughts: Disorient  
Dominate: Hold  
Kamikaze: PBAoE, high Energy

## RUIN MAGE

Boss: Levels 15-24

In ancient times, the Masters of Ruin could level whole cities with their powerful earthquake magic. Today these masters of mayhem are still deadly foes, capable of summoning localized tremors that cause great devastation in a short time.

### POWERS/ABILITIES:

Falchion: Moderate Lethal & Negative Energy  
Earthquake: Summon Earthquake  
Dispersion Bubble: Buff all Defense, resist Hold, Stun, &

Fossilize: Hold, reduces Defense

Stone Prison: High Immobilize

Fault: Disorient

Tremor: PBAoE, Moderate Smashing & Knockback

Kamikaze: PBAoE, high Energy

## ARCH MAGE OF RUIN

Boss: Levels 40-54

### POWERS/ABILITIES:

Resistance: High Resistance to all  
Falchion: Moderate Lethal & Negative Energy  
Earthquake: Summon Earthquake  
Dispersion Bubble: Buff all Defense, resist Hold, Stun, &  
Fossilize: Hold, reduces Defense  
Stone Prison: High Immobilize  
Fault: Disorient  
Tremor: PBAoE, Moderate Smashing & Knockback  
Kamikaze: PBAoE, high Energy

## AGONY MAGE

Boss: Levels 25-34

There is not greater distraction than pain and suffering. The Masters of Agony often help relieve their friends of such distractions in times of peace. But when it comes to battle, they are adept at harming their foes through powerful and disruptive enchantments.

### POWERS/ABILITIES:

Falchion: Moderate Lethal & Negative Energy  
Crush: Immobilize, negates Flight, Smashing damage over time  
Gravity Distortion: Hold  
Absorb Pain: Heal self  
Siphon Power: Steal damage potential  
Kamikaze: PBAoE, high Energy





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### ARCH-MAGE OF AGONY

**Boss:** Levels 40-54

#### POWERS/ABILITIES:

Resistance: High Resistance to all  
 Falchion: Moderate Lethal & Negative Energy  
 Crush: Immobilize, negates Flight, Smashing damage over time  
 Gravity Distortion: Hold  
 Absorb Pain: Heal self  
 Siphon Power: Steal damage potential  
 Kamikaze: PBAoE, high Energy

### DEATH MAGE

**Boss:** Levels 35-54

The most powerful of all the Circle's mages, the Masters of Death are lords of the afterlife. They help to wrangle and control the Behemoths and other beasts the Circle summons, but their most fearsome power is the ability to create a pervasive zone of death that sucks the life out of any foes in the vicinity.

#### POWERS/ABILITIES:

Falchion: Moderate Lethal & Negative Energy  
 Tenebrous Tentacles: Immobilizes, reduces Accuracy as it crushes  
 Gloom: Reduces Accuracy  
 Dark Pit: Disorient  
 Chill of the Night: Minor Negative Energy, Accuracy debuff  
 Twilight Grasp: Accuracy and all damage debuff, moderate range  
 Kamikaze: PBAoE, high Energy

### ARCH-MAGE OF DEATH

**Boss:** Levels 40-54

#### POWERS/ABILITIES:

Resistance: High Resistance to all  
 Falchion: Moderate Lethal & Negative Energy  
 Tenebrous Tentacles: Immobilizes, reduces Accuracy as it crushes  
 Gloom: Reduces Accuracy  
 Dark Pit: Disorient  
 Chill of the Night: Minor Negative Energy, Accuracy debuff  
 Twilight Grasp: Accuracy and all damage debuff, moderate range  
 Kamikaze: PBAoE, high Energy

## BEHEMOTHS

Summoned from the hellish pits of some other dimension, the Behemoths are fiery demons that inspire nightmares in all who see them. They can summon flaming swords to strike down their enemies, or breath fire from their mouths to incinerate all who stand before them.

The Behemoth Lords are — fortunately — very rare. Likewise they are very deadly. Their mastery of fire allows them to immolate multiple foes simultaneously, and they can quickly heal their own wounds by basking in the heat of their infernal fire.

### BEHEMOTH

**Minion:** Levels 43-54

**Pet:** Levels 1-54

Summoned from the hellish pits of some other dimension, the Behemoths are fiery demons that inspire nightmares in all who see them. They can summon flaming swords to strike down their enemies, or breath fire from their mouths to incinerate all who stand before them.

#### POWERS/ABILITIES:

Fire Smash: Moderate Smashing, Fire, & Knockback  
 Fire Sword: Moderate Lethal & Fire damage  
 Scorch: Moderate Fire damage  
 Flares: Moderate Fire, short range  
 Behemoth Jumping  
 Invincibility: Proximity to Behemoth improves its Defense and Accuracy  
 Moderate resist: Fire  
 Vulnerability: Cold

### BEHEMOTH MASTER

**Boss:** Levels 29-35

**Pet:** Levels 1-54

#### POWERS/ABILITIES:

Fire Smash: Moderate Smashing, Fire, & Knockback  
 Fire Sword: Moderate Lethal & Fire damage  
 Scorch: Moderate Fire damage  
 Flares: Moderate Fire, short range  
 Behemoth Jumping  
 Invincibility: Proximity to Behemoth improves its Defense and Accuracy  
 Moderate resist: Fire  
 Vulnerability: Cold





## BEHEMOTH LORD

**Boss:** Levels 26-30

**Pet:** Levels 1-54

### POWERS/ABILITIES:

Fire Smash: Moderate Smashing, Fire, & Knockback

Fire Sword: Moderate Lethal & Fire damage

Scorch: Moderate Fire damage

Fire Ball: Fire damage, sets foe on fire  
Behemoth Jumping

Invincibility: Proximity to Behemoth improves its Defense and Accuracy

Moderate resist: Fire

Vulnerability: Cold

## BEHEMOTH OVERLORD

**Lieutenant:** Levels 31-35

**Boss:** Levels 36-54

### POWERS/ABILITIES:

Fire Ball: Fire damage, sets foe on fire

Fire Breath: AoECone, moderate Fire, short range

Fire Blast: Moderate Fire, moderate range

Fire Sword: Moderate Fire, moderate Lethal

Swipe: High Lethal, Fire, & Knockback

Healing Flames: Self heal

Moderate resists: Fire, Stun

Vulnerability: Cold

## ENVOY OF SHADOW

**Archvillain:** Levels 34-40

Unbound and unnamed, it has crossed the gulf of worlds on a bridge of greed and pain. The Envoy of Shadow is the ambassador of the Prince of Demons, here to offer the Circle of Thorns great power and dark alliances. Its consuming flames and cloak of darkness are manifestations of its endless evil.

### POWERS/ABILITIES:

Fire Ball: Fire damage, sets foe on fire

Fire Breath: AoECone, moderate Fire, short range

Fire Blast: Moderate Fire, moderate range

Flash Stomp: Ignites foes

Greater Fire Sword: Moderate Fire, moderate Lethal, ignites foes

Swipe: High Lethal, Fire, & Knockback

Healing Flames: Self heal

Resistance: Archvillain

Shadow: Minor Negative Energy, Accuracy debuff

## BAPHOMET

**Archvillain:** Levels 40-54

The Baphomet is the oldest and most feared of the Behemoth Lords. The ground beneath its cloven feet burns with its own infernal fire.

### POWERS/ABILITIES:

Fire Ball: Fire damage, sets foe on fire

Fire Breath: AoECone, moderate Fire, short range

Fire Blast: Moderate Fire, moderate range

Flash Stomp: Ignites foes

Greater Fire Sword: Moderate Fire, moderate Lethal, ignites foes

Swipe: High Lethal, Fire, & Knockback

Healing Flames: Self heal

Resistance: Archvillain

## POSSESSED SCIENTIST

**Minion:** Levels 40-54

The Circle of Thorns has possessed descendents of Mu for centuries, and has no intentions of stopping. Recently, they have begun possessing non-descendents for investigational purposes. When they discovered

Portal Corporation's research, they began to possess employees to find a way to break their deal with the demonic brood. The Possessed Scientists have the powers of Thorn Casters and Circle Mages, and are not afraid to use them.

### POWERS/ABILITIES:

Flares: Minor Fire, moderate range

Fire Ball: Moderate Fire & Smashing, moderate range

Fire Sword: Moderate Fire, moderate range, chance of igniting foes

Char: Hold, moderate range

Consume: PBAoE, minor Fire, Endurance recharge

Hurl Boulder: Medium damage, Knockback

Stone Prison: Minor Smashing, Immobilize

Stone Spears: Moderate Lethal

Stone Fist: Moderate damage, Disorient

Rock Armor: Adds high Smashing & Lethal Defense

Quicksand: Summon quicksand

Lightning Bolt: High Energy and Endurance drain, moderate range

Gale: Knockback, Minor Smash

Charged Brawl: Temporarily halts Endurance Recovery

Thunder Clap: Pale Stun

Snow Storm: AoE Slow, moderate range

Flight

Ice Blast: Moderate Smashing, Cold, & Slow, moderate range

Ice Sword: Moderate damage, Slows Movement and Attack Speed

Block of Ice: Hold, moderate range

Chilblain: Minor Cold, Immobilize, moderate range

Bitter Ice Blast: Superior Smashing, Cold, & Slow, moderate range

Frozen Armor: Adds high resist to





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Smashing, Lethal, Fire & Cold

Falchion: Moderate Lethal & Negative Energy

Fortitude: Buff all damage, to hit, all defenses

Psychic Scream: Reduces Attack Speed

Mesmerize: Moderate Psionic, Sleep

Scramble Thoughts: Disorient

Dominate: Hold

Kamikaze: PBAoE, high Energy

Earthquake: Summon Earthquake

Dispersion Bubble: Buff all Defense, resist Hold, Stun, &

Fossilize: Hold, reduces Defense

Stone Prison: High Immobilize

Fault: Disorient

Tremor: PBAoE, Moderate Smashing & Knockback

Crush: Immobilize, negates Flight, Smashing damage over time

Gravity Distortion: Hold

Absorb Pain: Heal self

Siphon Power: Steal damage potential

Tenebrous Tentacles: Immobilizes, reduces Accuracy as it crushes

Gloom: Reduces Accuracy

Dark Pit: Disorient

Chill of the Night: Minor Negative Energy, Accuracy debuff

Twilight Grasp: Accuracy and all damage debuff, moderate range

## CLOCKWORK

### LOCATION(S):

Atlas Park, Galaxy City, Kings Row, Steel Canyon, Skyway City, Perez Park, Boomtown, Faultline

### TYPES:

The basic grunts are the Sprockets and the higher-level

Cogs. Cogs are noticeably bigger than Sprockets. Oscillators are hovering grunts with rotors: For all these Clockwork, their biggest danger is their short-range Endurance drain capability. If you let them surround you, a group of Clockwork can quickly leave you drained and virtually helpless. Knights are the Clockwork lieutenants, and they come in two types. the Cannon Knights, whose most dangerous attack is a long-range ball-lightning blast, and the Tesla Knights, with their more advanced draining and rooting attacks.

The bosses are either Dukes (at low levels) or Princes (at higher levels). They come in Cannon and Tesla flavors as well, plus a new treat ... the Assembler, with the ability to assemble new minions, seemingly out of thin air.

The Clockwork also boast both a monster (Babbage, who wanders around in Boomtown) and an Archvillain (the Clockwork King, naturally).

### TACTICS:

Clockwork tend to spawn in largish groups, particularly in the Hazard zones. Try not to let them surround you, or otherwise even a few grunts can leave you quickly sucked dry of Endurance. Try to either pull them off one or two at a time, or have some kind of crowd control option available. In a mixed group, take out Assemblers first, then Teslas. Cannons tend to be more of a threat at long range, so they can wait until last, as long as you're out of their line of sight: Then you can mop up the minions. When the bosses are defeated, they break down into smaller Gears, annoying little guys that get in the way, disrupt interruptible attacks, and have to be dealt with eventually.

Sprocket (1-10)

Cog (11-20)

### Minion: Levels 1-20

These pint-sized junkyard hellions have become a real plague on the streets of certain neighborhoods. Their exact workings are mysterious, but there's no mystery about the deadly bolts of electricity they hurl at anyone who gets in their way.

### POWERS/ABILITIES:

Moderate Resists: Stun & Lethal

Vulnerability: Psionic, Sleep, Knockback, Knockup, Repel

Charged Brawl: Minor Smashing & Energy

Charged Bolts: Moderate Energy & Endurance drain, moderate range

### GEAR

#### Small: Levels 1-54

Gears emerge from the remnants of destroyed Clockwork Princes. Though tiny, they can still pack quite a punch.

### POWERS/ABILITIES:

Vulnerability: Psionic, Smashing, Fire, Cold, Energy & Negative Energy

High Vulnerability: Sleep, Knockback, Knockup, & Repel

Charged Brawl: Minor Smashing & Energy

Charged Bolts: Minor Smashing & Energy, moderate range

### OSCILLATOR

#### Minion: Levels 6-20

The airborne Clockwork Oscillators are a new and deadly threat to Paragon City's skies. Like their grounded counterparts, the Sprockets, these high-flying mechanical men attack using



bolts of electricity. They are immune to any psychological attacks.

### **POWERS/ABILITIES:**

Moderate Resists: Stun & Lethal

Vulnerability: Psionic, Sleep, Knockback, Knockup, Repel

Charged Brawl: Minor Smashing & Energy

Charged Bolts: Moderate Energy & Endurance drain, moderate range  
Flight

## **KNIGHTS**

**Lieutenant: Levels 1-20**

The Knights make up the bulk of the leadership class within the twisted court of the Clockwork King. The Tesla Knights are especially dangerous because they enclose foes in deadly electrical cages.

## **CANNON KNIGHT**

### **POWERS/ABILITIES:**

Moderate Resists: Stun & Lethal

Vulnerability: Psionic & Sleep

Charged Brawl: Minor Smashing & Energy

Charged Bolts: Moderate Energy & Endurance drain, moderate range

Lightning Bolt: High Energy & Endurance drain, moderate range

Ball Lighting: AoE, minor Energy and Endurance drain, moderate range

## **TESLA KNIGHT**

### **POWERS/ABILITIES:**

Moderate Resists: Stun & Lethal

Vulnerability: Psionic & Sleep

Charged Brawl: Minor Smashing & Energy

Charged Bolts: Moderate Energy & Endurance drain, moderate range

Tesla Cage: Minor Energy, Sleep, &

Endurance drain, moderate range:

Lightning Field: PBAoE, minor Energy & Endurance drain

## **DUKES**

**Boss: Levels 1-10**

Like any monarch, the Clockwork King has his own court, although in his case it's composed of mechanical nobles called Dukes. These oversized robots are dangerous foes, possessing powerful long range electrical attacks:

## **CANNON DUKE**

### **POWERS/ABILITIES:**

Moderate Resists: Stun & Lethal

Vulnerability: Psionic & Sleep

Charged Brawl: Minor Smashing & Energy

Charged Bolts: Moderate Energy & Endurance drain, moderate range

Lightning Bolt: High Energy & Endurance drain, moderate range

Ball Lighting: AoE, minor Energy and Endurance drain, moderate range

## **TESLA DUKE**

### **POWERS/ABILITIES:**

Moderate Resists: Stun & Lethal

Vulnerability: Psionic & Sleep

Charged Brawl: Minor Smashing & Energy

Charged Bolts: Moderate Energy & Endurance drain, moderate range

Tesla Cage: Minor Energy, Sleep, & Endurance drain, moderate range:

Lightning Field: PBAoE, minor Energy & Endurance drain

## **ASSEMBLER DUKE**

### **POWERS/ABILITIES:**

Moderate Resists: Stun & Lethal

Vulnerability: Psionic & Sleep

Charged Brawl: Minor Smashing & Energy

Charged Bolts: Moderate Energy & Endurance drain, moderate range

Summon Clockwork

## **PRINCES**

**Boss: Levels 1-20**

The heirs apparent to the Clockwork King's throne, the Princes represent the pinnacle of the mad genius's creations.

## **CANNON PRINCES**

Although Cannon Princes sometimes seem almost human because of their advanced robotic brains, they're still immune to mental attacks and can deal out massive electrical blasts.

### **POWERS/ABILITIES:**

High Resist: Knockup, Knockback

Moderate Resist: Stun & Lethal

Vulnerability: Psionic & Sleep

Reassemble: Summon Gears

Charged Bolts: Moderate Energy, Endurance drain, moderate range

Charged Brawl: Minor Smashing & Energy

Pummel: Moderate Energy, Smashing, & Knockback

Lightning Bolt: High Energy & Endurance drain, moderate range

Ball Lighting: AoE, minor Energy and Endurance drain, moderate range

## **TESLA PRINCE**

Although Tesla Princes sometimes seem almost human because of their advanced robotic





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brains, they possess the decidedly inhuman ability to imprison their foes in cages of electricity.

### POWERS/ABILITIES:

High Resist: Knockup, Knockback  
Moderate Resist: Stun & Lethal  
Vulnerability: Psionic & Sleep  
Reassemble: Summon Gears  
Charged Bolts: Moderate Energy, Endurance drain, moderate range  
Charged Brawl: Minor Smashing & Energy  
Pummel: Moderate Energy, Smashing, & Knockback  
Tesla Cage: Minor Energy, Sleep, & Endurance drain, moderate range:  
Lightning Field: PBAoE, minor Energy & Endurance drain

## ASSEMBLER PRINCE

Assembler Princes' powerful electric attacks can blanket an area with painful lightning blasts. But it's their ability to rapidly produce more Clockwork soldiers that makes them truly insidious.

### POWERS/ABILITIES:

High Resist: Knockup, Knockback  
Moderate Resist: Stun & Lethal  
Vulnerability: Psionic & Sleep  
Reassemble: Summon Gears  
Charged Bolts: Moderate Energy, Endurance drain, moderate range  
Charged Brawl: Minor Smashing & Energy  
Pummel: Moderate Energy, Smashing, & Knockback  
Summon Clockwork

## CLOCKWORK LORD

Boss: Levels 10-20

These elite soldiers are the personal guard and right hand of the Clockwork King. You can be sure that they will stop at nothing to ensure his safety.

### POWERS/ABILITIES:

Charged Bolts: Moderate Energy, Endurance drain, moderate range  
Reassemble: Summon Gears  
Pummel: Moderate Energy, Smashing, & Knockback  
Charged Brawl: Minor Smashing & Energy  
High Resist: Knockup, Knockback  
Moderate Resist: Stun & Lethal  
Vulnerability: Psionic & Sleep  
Lightning Field: PBAoE, minor Energy & Endurance drain  
Tesla Cage: Minor Energy, Sleep, & Endurance drain, moderate range  
Lightning Bolt: High Energy & Endurance drain, moderate range  
Ball Lighting: AoE, minor Energy and Endurance drain, moderate range  
Summon Clockwork

## CLOCKWORK KING

ArchVillain: Level 20

The mad Clockwork King imagines himself the center of a mechanical court. His powerful mind continually creates more subjects to his insane rule. The true horror is that his massive steel chassis holds a human brain.

### POWERS/ABILITIES:

High Resist: Knockup, Knockback, Fear, Stun, Sleep, & Confuse  
Resist: Psionic, Lethal  
Vulnerability: Smashing  
Pummel: High Smashing & Knockback  
Telekinetic blast: Moderate Smashing,

Psionic, & Knockback, very long range

Psychic Scream: Moderate Psionic, moderate range

Subdue: High Psionic & Immobilize, moderate range

Will Domination: High Psionic & Sleep, moderate range

## BABBAGE

Monster

For reasons unknown, the Clockwork King created this giant automaton and loosed it upon Boomtown. Babbage seems chiefly interested in collecting metal scrap for its King, though it also fervently defends its territory from any incursions.

### POWERS/ABILITIES:

Lightning Bolt: High Energy & Endurance drain, very long range  
Tesla Cage: Minor Energy & Endurance drain, Sleep, moderate range  
Summon Clockwork  
Lightning Field: PBAoE, minor Energy & Endurance drain  
Ball Lightning: AoE, minor Energy & Endurance drain, moderate range  
High Resist: Knockup, Knockback, Lethal, Fear, Stun  
Vulnerability: Psionic

## PALADIN

Monster

The Clockwork have outdone themselves. This Paladin of the Clockwork King must be destroyed!

### POWERS/ABILITIES:

Lightning Field: PBAoE, minor Energy & Endurance drain  
Lightning Bolt: High Energy & Endurance drain, very long range  
Ball Lightning: AoE, minor Energy & Endurance drain, moderate range



Mace: Disorient

Summon Clockwork

Tesla Cage: Minor Energy & Endurance  
drain, Sleep, moderate range

Resistance: Monster resistance

## **CONTAMINATED**

### **LOCATION(S):**

Only in the tutorial mission.

### **TYPES:**

Basic thugs.

### **TACTICS:**

At this point in your career you don't have many options, and the Contaminated certainly don't offer any huge surprises. Hit 'em with whatever you've got until they fall down.

### **MINION: LEVEL 1**

These thugs have gotten their hands on a mysterious drug that drives them mad. The source of this drug remains a mystery, but without help these Contaminated brutes will tear the city apart.

### **CONTAMINATED BRAWLER**

#### **POWERS/ABILITIES:**

Brawl: Moderate Smashing

Rock: Moderate Smashing

### **CONTAMINATED SCAVENGER**

#### **POWERS/ABILITIES:**

Pipe: Moderate Smashing

Rock: Moderate Smashing

### **CONTAMINATED SLICER**

#### **POWERS/ABILITIES:**

Knife: Moderate Lethal

Rock: Moderate Smashing

### **CONTAMINATED THUG**

#### **POWERS/ABILITIES:**

Revolver: High Lethal, short range

## **COUNCIL**

### **NEBULA**

Minions: Levels 1-4

New Council recruits are placed in the ranks of the Nebula, the lowest of the organization's Outer Bands. There they will either prove themselves worthy to learn the secrets of the Council, or else they will die in combat. Either way, they serve the Council's purposes.

### **NEBULA PISTOL**

#### **POWERS/ABILITIES:**

Brawl

Automatic Pistol

### **NEBULA RIFLE**

#### **POWERS/ABILITIES:**

Brawl

Submachine Gun

### **NEBULA BUCKSHOT**

#### **POWERS/ABILITIES:**

Brawl

Shotgun

### **NEBULA CHAINGUN**

#### **POWERS/ABILITIES:**

Brawl

Submachine Gun

### **NEBULA ADJUTANT**

Lieutenant: Levels 1-4

Only those Nebula soldiers who have proven both resilient and trustworthy achieve the rank of Adjutant. Through their skill in combat and their dedication to the Council's cause, they have begun to earn real respect from their leaders. In return, they receive better equipment and training, and are trusted with some low level secrets.

#### **POWERS/ABILITIES:**

Brawl

Adv. Submachine Gun

### **NEBULA ARCHON**

Boss: Levels 1-4

To ascend to the rank of Archon, a Nebula soldier must prove himself over the course of many battles. Many of them resent having to continue working with raw recruits, but this indignity is more than compensated for by their first taste of super soldier serums and body enhancements. Combined with their combat experience, these enhancements make them formidable foes.

#### **POWERS/ABILITIES:**

12 Gauge

### **NEBULA ELITE**

Minions: Level 5-19

Once a soldier has proven his total commitment to the Council, he is transferred into the ranks of the Elite. Only one in five soldiers survive long enough to achieve





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this promotion. Nebula Elites receive first stage super soldier serum that improves their physical prowess to the level of Olympic athletes. They also go through training courses before being put back into the battle lines. After all, the Council has made an investment in their success.

### NEBULA ELITE GUNNER

#### POWERS/ABILITIES:

Brawl  
Submachine Gun

### NEBULA ELITE BUCKSHOT

#### POWERS/ABILITIES:

Brawl  
Shotgun

### NEBULA ELITE RIFLE

#### POWERS/ABILITIES:

Brawl  
Adv. Submachine Gun  
Assault Rifle

### NEBULA ELITE MARKSMAN

#### POWERS/ABILITIES:

Brawl  
Incendiary Rounds: Fire damage over time  
Cryonic Rounds: Slows Movement and Attack Speed

### NEBULA ELITE ADJUTANT

Lieutenant: Levels 5-19

A high-ranking Nebula Elite Adjutant is a force to be reckoned with. His increased physical prowess is now matched by improved tactical skills and the steely resolve of a combat veteran. Regular doses of super soldier serum have left him entirely devoted to the Council's cause. He is willing to follow any order, and he seldom worries about the messy consequences.

#### POWERS/ABILITIES:

Brawl  
Assault Rifle

### NEBULA ELITE ARCHON

Boss: Levels 5-19

The leaders of the Nebula Elite are near perfect soldierly specimens. In addition to the normal super soldier serum, they receive a special formula that enhances intellect and problem solving skills. An Elite Archon is utterly devoted to the Council's plans for world domination, and he can finally be trusted to lead his soldiers without direction from above.

#### POWERS/ABILITIES:

12 Gauge  
Frag Grenade: Knockback within AoE  
Thunder Kick: Disorient  
Storm Kick: Moderate damage





## COR LEONIS

Minions: Levels 20-24

A Cor Leonis is a Council soldier who has undergone a long and painful regimen of super soldier treatments. The Nebula Cor Leonis are the most numerous of these medical marvels, but that doesn't mean they're common. They've had extensive training and thousands of dollars worth of drugs pumped into them. It's an investment that usually pays off, since a first rank Cor Leonis is stronger than five normal men.

## NEBULA COR LEONIS MARKSMAN

### POWERS/ABILITIES:

Brawl

Incendiary Rounds: Fire damage over time

Cryonic Rounds: Slows Movement and Attack Speed

## NEBULA COR LEONIS FIRE

### POWERS/ABILITIES:

Brawl

Flamethrower: Fire damage over time

## NEBULA COR LEONIS ASSAULT

### POWERS/ABILITIES:

Brawl

Assault Rifle

## NEBULA COR LEONIS ADJUTANT

Boss: Levels 20-24

The pinnacle of frontline soldiers, the Cor Leonis Adjutants are nearly unstoppable fighting

machines. It often takes an anti-tank weapon just to faze one of these juggernauts. Fortunately, their numbers are small, though the Council keeps making more of them as their soldiers become more experienced.

### POWERS/ABILITIES:

Chain Gun: Lethal damage

Frag Grenade: Knockback within AoE

Thunder Kick: Disorient

Storm Kick: Moderate damage

## NEBULA COR LEONIS ARCHON

Boss: Levels 20-24

The highest ranking soldiers among the Nebula, the Nebula Cor Leonis Archons are strikingly capable field officers, able to formulate and execute grand military campaigns. Unlike most modern officers, these Cor Leonis are not afraid to personally lead their soldiers into battle. After all, their own abilities far surpass those of all normal men and many super-powered heroes.

### POWERS/ABILITIES:

Frag Grenade: Knockback within AoE

Thunder Kick: Disorient

Storm Kick: Moderate damage

Dragon's Tail: Moderate damage and knock down in AoE (melee range)

Flamethrower: Fire damage over time

## PENUMBRA

Minions: Levels 5-19

The Penumbra is the Council's special operations division, tasked with covert ops, assassinations, and espionage. Even the lowest level recruits receive some special training, particularly in stealth and evasion techniques. New recruits must have some

military or law enforcement experience before being accepted into the Penumbra.

## PENUMBRA GUNNER

### POWERS/ABILITIES

Brawl

Submachine Gun

## PENUMBRA BUCKSHOT

### POWERS/ABILITIES

Brawl

Shotgun

## PENUMBRA RIFLE

### POWERS/ABILITIES

Brawl

Adv. Submachine Gun

## PENUMBRA ASSAULT

### POWERS/ABILITIES

Brawl

Assault Rifle

## PENUMBRA MARKSMAN

### POWERS/ABILITIES:

Brawl

Incendiary Rounds: Fire damage over time

Cryonic Rounds: Slows Movement and Attack Speed

## PENUMBRA ADJUTANT

Lieutenant: Level 5-19

The Penumbra Adjutants have completed their covert ops training and are on the verge of





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being promoted to Elite status. They have yet to benefit from a course of super soldier serum, but they have honed their stealth and physique to a near perfect level. Adjutants are often tasked with leading squads of Penumbra soldiers on raids to raise funds for the Council.

#### POWERS/ABILITIES:

Brawl  
Assault Rifle

### PENUMBRA ARCHON

Boss: Levels 5-19

A Penumbra Archon is responsible for overseeing squads of covert operatives. Since covert ops need to be precise and perfectly executed, a Penumbra Archon is valued chiefly for his ability to follow orders precisely and make sure his troops do the same. In return for loyalty and good service, Archons receive their first taste of super soldier serum, making them stronger and quicker than any normal human could be.

#### POWERS/ABILITIES:

12 Gauge  
Frag Grenade: Knockback within AoE  
Thunder Kick: Disorient  
Storm Kick: Moderate damage

### PENUMBRA ELITE MINIONS: Levels 20-24

The Penumbra Elites are world-class special forces operatives, as well trained as any Navy SEAL. They're expert insurgents, capable of infiltrating a target swiftly and silently, then taking it down. Elites undergo a basic

super soldier regimen designed to heighten their stealth, accuracy, and concentration. These enhancements make them incredibly dangerous, especially when encountered in force.

### PENUMBRA ELITE MARKSMAN

#### POWERS/ABILITIES:

Brawl  
Incendiary Rounds: Fire damage over time  
Cryonic Rounds: Slows Movement and Attack Speed

### PENUMBRA ELITE FIRE

#### POWERS/ABILITIES:

Brawl  
Flamethrower: Fire damage over time

### PENUMBRA ELITE ASSAULT

#### POWERS/ABILITIES:

Brawl  
Assault Rifle

### PENUMBRA ELITE AJUTANT

Lieutenant: Levels 20-24

A Penumbra Elite at the peak of his game may earn the rank of Adjutant, and with it a large upgrade in super soldier serum. He is on the verge of Cor Leonis status, and his mind has become focused with laser-like intensity. High ranking Elites are some of the best shots and most dedicated insurgents in the world. They can, and have, assassinated heads of state as well as world famous heroes.

#### POWERS/ABILITIES:

Chain Gun: Lethal damage  
Frag Grenade: Knockback within AoE  
Thunder Kick: Disorient  
Storm Kick: Moderate damage

### PENUMBRA ELITE SHARPSHOOTER

Sniper: Levels 1-54

Those gifted with incredible accuracy are quickly transferred into the Penumbra division, where they undergo lengthy treatments to refine their abilities. The Sharpshooters are natural loners and disdain associating with the rank and file. The only praise they seek is the satisfaction of a silent kill.

#### POWERS/ABILITIES:

Brawl

### PENUMBRA ELITE ARCHON

Boss: Levels 20-24

While most Elites concentrate on learning the basic skills required for special ops, the Archons receive additional training in tactics. They're also trained in technological skills, such as wire tapping and circumventing security systems. Combined with their prodigious super soldier enhancements, these skills make Elite Archons well-prepared to plan and carry out small covert ops.

#### POWERS/ABILITIES:

Frag Grenade: Knockback within AoE  
Thunder Kick: Disorient  
Storm Kick: Moderate damage  
Dragon's Tail: Moderate damage and knock down in AoE (melee range)  
Flamethrower: Fire damage over time  
Lycanthropy



## PENUMBRA COR LEONIS

Minions: Levels 25-29

The Cor Leonis of the Penumbra have transcended mere special ops status. They are each unto themselves a powerful covert force, capable of taking on operations that would normally require an entire team of commandos. In addition to their enhanced physical and mental attributes, they receive training in security systems, computer infiltration, and surveillance equipment. In many ways, they are the perfect spies.

## PENUMBRA COR LEONIS MARKSMAN

### POWERS/ABILITIES:

Brawl

Incendiary Rounds: Fire damage over time

Cryonic Rounds: Slows Movement and Attack Speed

## PENUMBRA COR LEONIS FIRE

### POWERS/ABILITIES:

Brawl

Flamethrower: Fire damage over time

## PENUMBRA COR LEONIS FORCE

### POWERS/ABILITIES:

Brawl

Chain Gun: Lethal damage

## PENUMBRA COR LEONIS ADJUTANT

Lieutenant: Levels 25-29

Unlike their counterparts in the other branches of the Council's

hierarchy, the Penumbra Cor Leonis Adjutants have considerable autonomy. The Council feels that the subversive activities that fall within the Penumbra's purview require a certain amount of independence. This makes the Penumbra Cor Leonis quite unpredictable at times - and thus, quite deadly.

### POWERS/ABILITIES:

Frag Grenade: Knockback within AoE

Thunder Kick: Disorient

Storm Kick: Moderate damage

Chain Gun: Lethal damage

Lycanthropy

## PENUMBRA COR LEONIS ARCHON

Boss: Levels 25-29

The Penumbra Cor Leonis Archons author their own plans to sow terror and fear across Paragon City. Many are in command of small military cells, completely cut off from their compatriots - both for the sake of security, and to encourage independent thinking.

### POWERS/ABILITIES:

Thunder Kick: Disorient

Storm Kick: Moderate damage

Dragon's Tail: Moderate damage and knock down in AoE (melee range)

Crane Kick: High damage, Knockback

Crippling Axe Kick: Reduces Movement Speed, Immobilizes

Grenade Launcher: Knockback within AoE

## VORTEX

Minions: Level 15-19

The Vortex are the pride and joy of the Council's army. They represent the ideal to which all other followers of the Council

should aspire. Not only are they disciplined, well-trained soldiers, but their faith in the Council's supremacy is complete. Only those who have proven both their ability and loyalty are permitted to join the ranks of the Vortex.

## VORTEX ASSAULT

### POWERS/ABILITIES:

Brawl

Assault Rifle

## VORTEX FIRE

### POWERS/ABILITIES:

Brawl

Flamethrower: Fire damage over time

## VORTEX MARKSMAN

### POWERS/ABILITIES:

Brawl

Incendiary Rounds: Fire damage over time

Cryonic Rounds: Slows Movement and Attack Speed

## VORTEX ADJUTANT

Lieutenant: Levels 15-19

Vortex Adjutants are zealots in every sense of the word. They believe in the Council's superiority so fiercely that they have become experts at recruiting new members from the disaffected elements of society. Vortex Adjutants are in equal parts soldier and proselytizer.

### POWERS/ABILITIES:

Brawl

Frag Grenade: Knockback within AoE

Flamethrower: Fire damage over time





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## VORTEX ARCHON

**Boss: Levels 15-19**

The Vortex Archons are the living essence of the Council's beliefs. While the Adjutants brim with enthusiasm, the Archons radiate a palpable aura of danger. The Vortex carefully foster this mystique in order to keep order within the ranks of the Council.

### POWERS/ABILITIES:

12 Gauge

Frag Grenade: Knockback within AoE

Thunder Kick: Disorient

Storm Kick: Moderate damage

Dragon's Tail: Moderate damage and knock down in AoE (melee range)

## VORTEX ELITE

**Minions: Levels 20-24**

Elite members of the Vortex have not only proven their loyalty to the cause, they've also shown themselves capable of bringing new members into the fold. Only those who have achieved Elite status are allowed to interact directly with potential recruits. Their fanatical devotion ensures that they'll either convert the potential member, or kill him. Either way, the secrets of the Council remain secure.

## VORTEX ELITE ASSAULT

### POWERS/ABILITIES:

Brawl

Assault Rifle

## VORTEX ELITE FIRE

### POWERS/ABILITIES:

Brawl

Flamethrower: Fire damage over time

## VORTEX ELITE MARKSMAN

### POWERS/ABILITIES:

Brawl

Incendiary Rounds: Fire damage over time

Cryonic Rounds: Slows Movement and Attack Speed

## VORTEX ELITE ADJUTANT

**Lieutenant: Levels 20-24**

The Elite Vortex Adjutants are those destined for positions of authority in the Council hierarchy. Their authority supercedes nearly every other rank. These Adjutants reward the Council with the utmost devotion. By the time someone has reached this lofty level, he has given up any semblance of a normal life. He belongs to the Council, body and soul.

### POWERS/ABILITIES:

Chain Gun: Lethal damage

Frag Grenade: Knockback within AoE

Thunder Kick: Disorient

Storm Kick: Moderate damage

## VORTEX ELITE ARCHON

**Boss: Levels 20-24**

The Vortex Elite Archons are among the few soldiers permitted to express their opinions to the Council's leaders, though most wisely avoid doing so. They control almost all the internal operations of the Council organization.

### POWERS/ABILITIES:

Thunder Kick: Disorient

Storm Kick: Moderate damage

Dragon's Tail: Moderate damage and knock down in AoE (melee range)

Frag Grenade: Knockback within AoE

Flamethrower: Fire damage over time

## VORTEX COR LEONIS

**Minions: Levels 25-54**

Every member of the Council aspires to become one of the Vortex Cor Leonis, but few of them achieve this lofty goal. They are the spiritual and philosophical leaders of the Council - totally devoted to its goal of world domination. Like any good soldier, they lead by example. Their intense training and physical enhancements make them perfect soldiers. In battle, they serve as an inspiration to all who fight at their side.

## VORTEX COR LEONIS MARKSMAN

### POWERS/ABILITIES:

Brawl

Incendiary Rounds: Fire damage over time

Cryonic Rounds: Slows Movement and Attack Speed

## VORTEX COR LEONIS GRENADE

### POWERS/ABILITIES:

Brawl

Grenade Launcher: Knockback within AoE



## VORTEX COR LEONIS FIRE

### POWERS/ABILITIES:

Brawl

Flamethrower: Fire damage over time

## VORTEX COR LEONIS FORCE

### POWERS/ABILITIES:

Brawl

Chain Gun: Lethal damage

## VORTEX COR LEONIS SONIC

### POWERS/ABILITIES:

Brawl

Sonic Blast: Reduces all Resistance except Psionic

## VORTEX COR LEONIS ADJUTANT

Lieutenant: Levels 25-54

Vortex Cor Leonis Adjutants have the responsibility of leading large numbers of troops. They are concerned with training their men into peak fighting form - and recruiting new members to the Council. Until recently, none have ever been taken alive by the authorities.

### POWERS/ABILITIES:

Frag Grenade: Knockback within AoE

Thunder Kick: Disorient

Storm Kick: Moderate damage

Chain Gun: Lethal damage

## VORTEX COR LEONIS ARCHON

Boss: Levels 25-54

The Vortex Cor Leonis Archons make up the inner circle that surrounds the Council leadership.

They are charged with the grand stratagems that further the ultimate goal of the Council: the eventual domination of the world. The leaders of the Council foster a competitiveness between these high ranking officers in order to prevent any single one of them from acquiring too much power and becoming a threat.

### POWERS/ABILITIES:

Thunder Kick: Disorient

Storm Kick: Moderate damage

Dragon's Tail: Moderate damage and knock down in AoE (melee range)

Crane Kick: High damage, Knockback

Crippling Axe Kick: Reduces Movement Speed, Immobilizes

Grenade Launcher: Knockback within AoE

Missile Launcher: Extremely long range, massive damage and Knockback

## GALAXY

The Galaxy Band of the Council has been trained by Arakhn in stealth and infiltration. They have also been conditioned by Kheldian mind control techniques to be loyal to her above all others.

## GALAXY MINION

Minion: Levels 20-54

### POWERS/ABILITIES:

Brawl

Shadow Bolt: Slow

## GALAXY ADJUTANT

Lieutenant: Levels 20-54

### POWERS/ABILITIES:

Shadow Blast: Slow

Gravimetric Snare: Immobilize, Slow

Star Punch: Disorient, Slow

Lycanthropy

## GALAXY ARCHON

Boss: Levels 10-16, 20-54

### POWERS/ABILITIES:

Shadow Blast: Slow

Gravimetric Snare: Immobilize, Slow

Star Punch: Disorient, Slow

Gravitic Emanation: Disorient, Slow

Gravity Well: Hold, Slow

Lycanthropy

## QUANTUM GALAXY MINION

Minion: Levels 1-54

### POWERS/ABILITIES:

Brawl

Quantum Array Gun: Slow

## QUANTUM GALAXY ADJUTANT

Lieutenant: Levels 1-54

### POWERS/ABILITIES:

Brawl

Quantum Array Gun: Slow

## QUANTUM GALAXY ARCHON

Boss: Levels 1-54

### POWERS/ABILITIES:

Brawl

Quantum Array Gun: Slow

## ASCENDANT

The personal guard of the Center, these crack soldiers are highly trained for protection and defense. Their equipment is geared toward healing and shielding their charge.





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## ASCENDANT MINION

Minion: Levels 20-54

### POWERS/ABILITIES:

Sonic Blast: Reduces all Resistance except Psionic

Shield: Superior, Invulnerable, increases Regeneration and Recovery, must remain Immobile

## ASCENDANT ADJUTANT

Lieutenant: Levels 20-54

### POWERS/ABILITIES:

Heavy Sonic Blast: Reduces all Resistance except Psionic

Sonic Blast: Reduces all Resistance except Psionic

Shield: Superior, Invulnerable, increases Regeneration and Recovery, must remain Immobile

Dispersion Bubble: Increases all Defense except Psionic, protection vs. Immobilization, Disorient, Hold

Protection Shield: Protects ally vs. Fire, Cold, Energy, Neg. Energy

## ASCENDANT ARCHON

Boss: Levels 20-54

### POWERS/ABILITIES:

Resonator: Disorient, reduces all Resistance except Psionic

Heavy Sonic Blast: Reduces all Resistance except Psionic

Sonic Blast: Reduces all Resistance except Psionic

Shield: Superior, Invulnerable, increases Regeneration and Recovery, must remain Immobile

Dispersion Bubble: Increases all Defense except Psionic, protection vs. Immobilization, Disorient, Hold

Protection Shield: Protects ally vs. Fire, Cold, Energy, Neg. Energy

Detention Field: Immobilizes a foe and protects them from damage

## ZENITH MECH MEN

Minion: Levels 25-34

Vandal, the genius behind the Council's technology, created his first robots during the 1940's. He's been improving on them ever since. Now known as the Zenith Mech Men, these tough and deadly machines are 100 times more dangerous than their predecessors of 60 years ago. Modern Mech Men have tough, thick armor, redundant systems that resist damage, and a powerful onboard AI that makes them faster and smarter than most human soldiers.

### POWERS/ABILITIES:

Blast: Energy damage, Knockback

Cybernetic Blade: Powerful Lethal damage

Resistance: Resistance

## ZENITH HOVERBOT

Minion: Levels 30-42

The Zenith Hoverbot is one of Vandal's more ingenious inventions. Rumor has it that he was inspired by the Rikti attack drones, but there have been versions of the machines in service since the 1940's. Mounted with omni-directional jets and banks of armor piercing rockets, the Zenith Hoverbots are quite maneuverable and pack a deadly punch. They can make the skies a very dangerous place.

### POWERS/ABILITIES:

Robot Missile Launcher: Long range

Resistance: Resistance

Flight

## ECLIPSE NIGHTWOLF

Minion: Levels 20-30

It is speculated that the sudden increase in the number of Nightwolves is due to some new, dark purpose of the Council, who recently subsumed the group the Nightwolves once belonged to. No one can be sure, however, since the process that creates Nightwolves is still shrouded in mystery. Unlike the Vampyri, these beasts are not the result of any known super serum treatment. Many suspect that a dark energy force is involved in their transformation.

### POWERS/ABILITIES:

Claw Swipe: Cone AoE, Knockdown

Hurl: Disorient

Wolf Jumping

Hi Resist: All damage, Immobilization

## ECLIPSE NIGHTWOLF CHAMPION

Minion: Levels 20-30

The Nightwolf champion has lost all of his humanity to whatever force transformed him into a monstrous killing machine. Unlike the more sedate Nightwolf warriors, the champions are in a wild state and can barely be controlled. They are berserkers, unwilling to obey any orders when their enemy is in sight. They are, however, nearly impossible to kill, which makes up for their disobedient nature.

### POWERS/ABILITIES:

Claw Swipe: Cone AoE, Knockdown

Hurl: Disorient

Wolf Jumping

Hi Resist: All damage, Immobilization



## ECLIPSE WARWOLF

**Boss: Levels 1-54**

### POWERS/ABILITIES:

Claw Swipe: Cone AoE, Knockdown  
Hurl: Disorient  
Wolf Jumping  
Hi Resist: All damage, Immobilization  
Metamorphosis

## DARKWOLF

**Minion: Levels 35-54**

The nature of the Nightwolves remains a terrifying mystery. These monstrous, werewolf like creatures were once human beings, but they have since been warped beyond all recognition. Unlike the Vampyri, these beasts are not the result of any known super serum treatment. Many suspect that a dark energy force is involved in their transformation.

### POWERS/ABILITIES:

Claw Swipe: Cone AoE, Knockdown  
Hurl: Disorient  
Wolf Jumping  
Hi Resist: All damage, Immobilization

## ECLIPSE NIGHTWOLF CHAMPION

**Lieutenant: Levels 1-54**

Some Nightwolves have mastered the ability to temporarily transform back into their human body. This allows these soldiers to infiltrate targeted facilities before revealing their monstrous nature. The authorities have little time to react once they realize what they're dealing with.

### POWERS/ABILITIES:

Claw Swipe: Cone AoE, Knockdown

Hurl: Disorient  
Wolf Jumping  
Hi Resist: All damage, Immobilization  
Metamorphosis

## EQUINOX PARASITE

**Minion: Levels 1-54**

After the Council took over another villainous organization, they applied their vast technological skills to expanding that group's super soldier program. The Vampyri are not true vampires at all. They are instead the ultimate result of the Council's super soldier program. It takes a full year of chemical treatments and surgical enhancements to create a single Vampyr, but the result is one of the most deadly killing machines in the world. All Vampyri have incredible strength, speed, and resilience. The Vampyr Parasite has the ability to drain life from its targets, while strengthening itself.

### POWERS/ABILITIES:

Gloom: Drains life, reduces Accuracy  
Pummel: Brawling attack  
Shadow Punch: Reduces Accuracy  
Siphon Life: Drain life from target and add to self, reduces Accuracy  
Life Drain: Drains life, reduces Accuracy  
Fast Healing

## EQUINOX ADJUTANT

**Lieutenant: Levels 1-54**

The Vampyri Adjutants are soldiers who have been promoted from the Cor Leonis ranks and given the singular honor of becoming a Vampyr. This honor is one the masters of the Council are loathe to give, since it means a

year of inactive duty for the Cor Leonis. The result, however, is a Vampyr who has both the power and the experience to lead his monstrous soldiers into battle.

### POWERS/ABILITIES:

Gloom: Drains life, reduces Accuracy  
Pummel: Brawling attack  
Shadow Punch: Reduces Accuracy  
Siphon Life: Drain life from target and add to self, reduces Accuracy  
Life Drain: Drains life, reduces Accuracy  
Mesmerize: Incapacitates target  
Reconstruction: Self healing  
Dominate: Hold  
Fast Healing

## EQUINOX ARCHON

**Boss: Levels 20-30**

The Vampyri Archons are the assistants to Nosferatu, the man responsible for the Council's super soldier program. Vampyri Archons are scientists as well as super soldiers, and have a hand in the creation of other Vampyri. They often personalize their own transformation process, giving themselves special abilities and powers that lesser beings can only dream of.

### POWERS/ABILITIES:

Gloom: Drains life, reduces Accuracy  
Pummel: Brawling attack  
Shadow Punch: Reduces Accuracy  
Siphon Life: Drain life from target and add to self, reduces Accuracy  
Life Drain: Drains life, reduces Accuracy  
Mesmerize: Incapacitates target  
Reconstruction: Self healing  
Dominate: Hold  
Fast Healing  
Lycanthropy





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## MK I ZENITH WARCRY

Lieutenant: Levels 25-54

The Mk I Warcry robot has been favorably compared to a battle tank when it comes to both firepower and resilience. The big difference is that the Mk I is controlled by an ingenious artificial intelligence that can capably command troops in the field. It carries enough firepower to take out heavily armored targets, and its own armor stands up to anything less than an anti-tank weapon.

### POWERS/ABILITIES:

Missile Launch: Long range  
Pummel: Brawling attack  
Power Blast: Energy damage, Knockback  
Hi Resistance: Knockback  
Resistance: Resistance

## MK II ZENITH WARCRY

Boss: Levels 25-39

The ultimate in automated fighting systems, the Mk II Warcry robot is fearsome in combat, capable of taking on whole armored companies by itself. The robots' unerring aim and large caliber weaponry make them a threat to any hero they come across. Their enhanced AI allows them to coordinate with the Council's human troops, making them the perfect battlefield commanders.

### POWERS/ABILITIES:

Missile Launch: Long range  
Pummel: Brawling attack  
Power Blast: Energy damage, Knockback

Hi Resistance: Knockback  
Resistance: Resistance

## ARCHON BURKHOLDER

Archvillain: Levels 25-52

Archon Burkholder is a relic from another villainous group that was recently subsumed by the Council. Nevertheless, he seems to have made a place for himself in the new regime. His obsession with robotics led him to carve off his own arm and replace it with one of steel; it also led him to create this terrifying robot factory. To prevent the launch of the giant Zenith Mech Man, you must defeat Burkholder.

### POWERS/ABILITIES:

Whirling Hands: Disorient  
Cybernetic Blade: Powerful Lethal damage  
Stun: Disorient  
Explosive Blast: Moderate Energy damage in AoE  
Power Blast: Moderate Energy damage, Knockback  
Resistance: Archvillain resistance

## MAESTRO

Archvillain: Levels 20-27

As a child, Vincenzo Alferi dreamed of becoming a great composer, but those dreams were shattered when he lost his hearing due to a car accident. The Council offered to perform a radical experiment that might restore his hearing, and Vincenzo agreed without hesitation. Unfortunately, things did not go as planned. A SPIDER attack on the facility resulted in a power surge at the worst possible moment. Instead of restoring him, the resulting explosion created a permanent resonance

in Vincenzo's body. He agreed to join the Council if they would give him the opportunity for vengeance against SPIDER.

### POWERS/ABILITIES:

Dreadful Wail: Extreme damage, user is drained of Endurance and temporarily unable to recover Endurance  
Scream: Moderate (DoT) damage, weakens target's resistance  
Howl: High damage, short range  
Shockwave: Knock down and minor Smash damage in cone-shaped AoE  
Siren's Song: Knocks out foes, minor damage  
Screech: Minor damage, Disorient  
Sonic Shield: Total protection vs. Lethal, Smashing, Energy  
Resistance: Archvillain resistance  
Shout: High damage, reduces Damage Resistance

## ARAKHN

Archvillain: Levels 23-30, 45-54

Very little is known about the mysterious figure known as Arakhn. She is a deadly assassin and is the last thing seen by many enemies of the Council. What most of the Council is unaware of is that Arakhn's powers resulted from the fusion of her human body with a Nictus life form. She is on the front lines of a war with the Kheldians, ancient enemies of the Nictus.

### POWERS/ABILITIES:

Stygian Circle: Drains target's strength and reduces damage potential to heal Arakhn  
Gravimetric Snare: Immobilize, Slow  
Ebon Eye: Slow  
Inky Aspect: Sacrifices Arakhn's health to Immobilize  
Essence Drain: Slows target and drains



life, heals Arakhn

Gravitic Emanation: Disorient, Slow

Gravity Well: Hold, Slow

Resistance: Archvillain resistance

## REQUIEM

**ArchVillain: Levels 48-54**

Ridolfo Uzzano has come a long way from his humble beginning as one of Mussolini's lapdogs. The primary cause of his success was his fusion with a Nictus, a being of utter darkness. The Nictus gave Ridolfo the ability to scorch his foes with an infernal fire. Though he is now over 100 years old, Requiem remains a fearsome foe in battle. Before the Center arrived to spoil his fun, Requiem ruled over the massive military organization that was subsumed by the Council. His closest attendants suspect that Requiem is still smarting from his loss of power, and plotting his revenge.

### POWERS/ABILITIES:

Dark Matter Detonation: Moderate damage vs. all foes in AoE, Slow, knock down

Shadow Blast: Slow

Power Drain: Moderate damage vs. nearby foes, increases Damage and Accuracy

Gravitic Emanation: Disorient, Slow

Umbral Shield: Protection vs. all except Psionics

Resistance: Archvillain resistance

## VANDAL

**Archvillain: Level 28-30**

The fiend known as Vandal was once a humble tinkerer named Othman DouL. In the late 1930's, the villain Requiem recognized DouL's usefulness and recruited him to produce the fabulous machinery that powers the

Council's arsenal. Othman was happy to oblige, since it meant he could indulge his scientific curiosity without restraint. Over the years, Vandal has mechanically augmented himself to prolong his lifespan. Now, he seeks to advance his own position within the Council by pushing his terrible technology ever farther.

### POWERS/ABILITIES:

Resistance: Archvillain resistance

Bone Smasher: Disorient

Energy Punch: Disorient

Missile Launch: Extremely long range, massive damage and Knockback

Power Blast: Energy damage, Knockback

## NOSFERATU

**Archvillain: Levels 42-45**

Few truly appreciate the genius of Nosferatu's super soldier program, and none more so than himself. Nosferatu was so entranced by his ability to create the super strong Vampyri that he became one of them. He has since improved upon his original design by granting himself several new abilities. He can mesmerize his opponents, leaving them helpless. Some say he can even siphon off the life force of his foes.

### POWERS/ABILITIES:

Dull Pain: Temporarily increase max HP

Reconstruction: Self healing

Chill of the Night: Damage over time, reduces Accuracy

Fast Healing

Resistance: Archvillain resistance

Siphon Life: Drain life from target and add to self, reduces Accuracy

Smite: Reduces Accuracy

Shadow Punch: Reduces Accuracy

Mesmerize: Incapacitates target

Gloom: Drains life, reduces Accuracy

Tenebrous Tentacles: Immobilize, reduces Accuracy

Dark Consumption: Drain life from nearby foes to recover Endurance

Life Drain: Drains life, reduces Accuracy

Total Domination: Hold

## LIEUTENANT BLECHLEY

**Boss: Levels 6-12**

Though the Vampyri of the Council are not undead, they are certainly monsters. Lt. Blechley is typical of them. His body has been modified by grotesque surgeries and chemical treatments into a super-human killing machine, and his mind has been altered to match. It's no wonder Old Man Marcone didn't allow them in Port Oakes.

### POWERS/ABILITIES:

Gloom: Drains life, reduces Accuracy

Pummel: Brawling attack

Shadow Punch: Reduces Accuracy

Siphon Life: Drain life from target and add to self, reduces Accuracy

Life Drain: Drains life, reduces Accuracy

Mesmerize: Incapacitates target

Reconstruction: Self healing

Tenebrous Tentacles: Immobilize, reduces Accuracy

Fast Healing





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## COUNCIL EMPIRE

### COUNCIL EMPIRE MINIONS

Minion: Levels 40-54

The front-line troops of the Council Empire have fought long and hard to cement Council control over the former United States. They're not afraid of wading into the thick of battle at a moment's notice.

### COUNCIL EMPIRE RIFLE

#### POWERS/ABILITIES:

Brawl

Incendiary Assault Rifle: Fire damage over time

Cryonic Assault Rifle: Slows Movement and Attack Speed

### COUNCIL EMPIRE ROCKET

#### POWERS/ABILITIES:

Brawl

Missile Launcher: Extremely long range, massive damage and Knockback

### COUNCIL EMPIRE GRENADE

#### POWERS/ABILITIES:

Brawl

Grenade Launcher: Knockback within AoE

### COUNCIL EMPIRE FIRE

#### POWERS/ABILITIES:

Brawl

Flamethrower: Fire damage over time

### COUNCIL EMPIRE FORCE

#### POWERS/ABILITIES:

Brawl

Chain Gun: Lethal damage

### COUNCIL EMPIRE ADJUTANT

Lieutenant: Levels 40-54

Those elite few who achieve distinction within the armies of the Council Empire are promoted to the coveted rank of Adjutant. They execute their orders without thought or compunction, and do not hesitate to send their subordinates into certain death in service of the Council.

#### POWERS/ABILITIES:

Crane Kick: High damage, Knockback

Thunder Kick: Disorient

Crippling Axe Kick: Reduces Movement Speed, Immobilizes

Eagle's Claw: Disorient

Dragon's Tail: Moderate damage and knock down in AoE (melee range)

Grenade Launcher: Knockback within AoE

### COUNCIL EMPIRE ARCHON

Boss: Levels 40-54

The Archons are at the very head of the Council Empire army. These men have served the Council with distinction, sacrificing their safety and that of their men all in the name of the Council's supremacy.

#### POWERS/ABILITIES:

Crane Kick: High damage, Knockback

Thunder Kick: Disorient

Crippling Axe Kick: Reduces Movement Speed, Immobilizes

Eagle's Claw: Disorient

Dragon's Tail: Moderate damage and knock down in AoE (melee range)

Missile Launcher: Extremely long range, massive damage and Knockback

### QUANTUM COUNCIL EMPIRE MINION

Minion: Levels 40-54

#### POWERS/ABILITIES:

Quantum Array Gun: Slow

### QUANTUM COUNCIL EMPIRE ADJUTANT

Lieutenant: Levels 40-54

#### POWERS/ABILITIES:

Brawl

Quantum Array Gun: Slow

### QUANTUM COUNCIL EMPIRE ARCHON

Boss: Levels 40-54

#### POWERS/ABILITIES:

Brawl

Quantum Array Gun: Slow

## THE CRAZED

Dimensional disturbances have driven this entire dimension insane, attacking each other and everyone else.

#### LOCATION(S):

The Crazyed can only be found through Portals. The Crazyed are simply thugs like



the frontline Outcasts, Family, Hellions or Skulls, but Level 40+: No powers, even in the bosses, so nothing like the Damned, Bone Daddies or Underboss: Just crazy guys with guns, bats, axes and sledgehammers; the tactics against them are exactly the same as those you'd use on their Paragon counterparts.

These people seem to have been driven mad by the temporal disturbance affecting their dimension. Perhaps if you put an end to the disturbance, they will return to normal.

## **CRAZED MINIONS**

Minion: Levels 40-44

## **CRAZED SLICER**

### **POWERS/ABILITIES:**

Revolver: Moderate Lethal

Knife: Moderate Lethal

## **CRAZED CHOPPER**

### **POWERS/ABILITIES:**

Revolver: Moderate Lethal

Axe: Moderate Lethal & Def debuff

## **CRAZED SLUGGER**

### **POWERS/ABILITIES:**

Revolver: Moderate Lethal

Bat: Moderate Smashing

## **CRAZED SLAMMER**

### **POWERS/ABILITIES:**

Revolver: Moderate Lethal

Sledge: High Smashing

## **CRAZED LIEUTENANTS**

Lieutenant: Levels 40-44

## **CRAZED GUNNER**

### **POWERS/ABILITIES:**

Brawl: Moderate Smashing

Submachine Gun: Moderate Lethal & Def debuff

## **CRAZED BUCKSHOT**

### **POWERS/ABILITIES:**

Brawl: Moderate Smashing

Shotgun: Moderate Lethal & Knockback

## **CRAZED BRUISER**

Boss: Levels 40-44

### **POWERS/ABILITIES:**

Submachine Gun: Moderate Lethal & Def debuff

Jab: Moderate Smashing & Stun

Punch: Moderate Smashing & Knockback

Haymaker: High Smashing & Knockback

## **QUANTUM CRAZED MINION**

Minion: Levels 40-44

### **POWERS/ABILITIES:**

Quantum Array Gun: Slow

## **QUANTUM CRAZED LIEUTENANT**

Lieutenant: Levels 40-44

### **POWERS/ABILITIES:**

Quantum Array Gun: Slow

## **QUANTUM CRAZED BOSS**

Boss: Levels 40-44

### **POWERS/ABILITIES:**

Quantum Array Gun: Slow

## **CREY**

### **LOCATION(S):**

Founders' Falls, Crey's Folly and Eden: Mission doors for them can be generated anywhere.

### **TYPES:**

There are four types of Crey: Support, Snipers, Tanks and Protectors.

There are over two dozen different types of Support personnel, ranging from Medics who can heal allies, to Riot Specialists who have a wide range of melee and range attacks. Almost all of them have some form of Disorient, Hold or Knockdown attack.

Crey Snipers perch on rooftops and — with amazingly long range weapons and uncanny accuracy — dish out significant damage to the faction's enemies. They are also frequently found in support of groups on the ground, so always look to the rooftops when approaching a group of Crey.

Tanks are heavily armored, are very damage resistant, and have a number of different power sets. Voltaic use electricity, Cryo use Cold, Power use energy melee and Protectors use force field to protect allies: All have attacks to Knockdown or Disorient Heroes.

Paragon Protectors are the elite Crey forces and all use invulnerability powers to drastically reduce the damage they take from attacks. They use Quills, Energy Melee, or Claws, along with a number of Crey-specific attacks, all with devastating effect. They also fly, will fly away when Stunned or Disoriented to avoid damage, and will pursue through the air if you flee from them.





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## TACTICS:

With such a complex array of potential powers to face, there is no single tactic that will work versus any group of them. The greatest obvious thread is the Paragon Protectors, and they must be engaged first as they will wreak untold havoc upon the rest of the team if unengaged. The Medics only heal using the healing power set, so they are not as much a threat as they might be, so the next priority should be the Tanks, due to their Disorienting and lockdown power sets. The Snipers are a wild card, especially if they engage from a distance and are not even noticed until then, so it's imperative to at least identify if a Sniper will be involved in the combat.

## GUARD

Minion: Levels 30-39

Crey's Security Agents have become an almost ubiquitous sight in Paragon City, especially in any Crey owned facility. They're armed with standard law enforcement weapons, from riot batons to assault weapons.

## RIOT GUARD

### POWERS/ABILITIES:

Brawl: Moderate Smashing  
Riot Baton: Moderate Smashing & Stun  
Automatic Pistol: Moderate Lethal, moderate range  
Moderate Resistance: Lethal, Confusion

## PATROL GUARD

### POWERS/ABILITIES:

Brawl: Moderate Smashing  
Assault Rifle: Moderate Lethal, Defense debuff, long range  
Moderate Resistance: Lethal, Confusion

## MOB SPECIALIST

### POWERS/ABILITIES:

Boxing: Moderate Smashing & Stun  
Brawl: Moderate Smashing  
Kick: Moderate Smashing & Knockback  
Submachine Gun: Moderate Lethal, Defense debuff, moderate range  
Moderate Resistance: Lethal, Confusion

## SCIENTISTS & RESEARCHERS

Minion: Levels 32-41

Crey Industries believes firmly in hands on, frontline research, and they demand more from their scientists than most companies. Indeed, Crey Scientists often venture into the field, armed with Cryo weapons to help them collect samples — and do serious damage to anyone who get in their way.

## RESEARCH ASSISTANT

### POWERS/ABILITIES:

Brawl: Moderate Smashing  
Cryo Pistol: Minor Cold, Slow, & Sleep, moderate range

## SCIENTIST

### POWERS/ABILITIES:

Brawl: Moderate Smashing  
Cryo Rifle: Moderate Cold, Slow, Sleep, moderate range

## RESEARCHER

### POWERS/ABILITIES:

Brawl: Moderate Smashing  
N2 Cannon: AoE, minor Cold & Slow, short range

## MEDIC

### POWERS/ABILITIES:

Brawl: Moderate Smashing  
Hypo: Heal Other  
Minor Resist: Stun, Hold, Sleep, Immobilize, Confusion, Fear

## GENETICIST

### POWERS/ABILITIES:

Brawl: Moderate Smashing  
Reanimate: Raise dead ally

## RADIOLOGIST

### POWERS/ABILITIES:

Brawl: Moderate Smashing  
Radiation Infection: Accuracy & Defense debuff, moderate range

## AGENTS

Minion: Levels 35-45

The stone-faced, suit clad Field Agents are Crey's main investigative branch. They can be found carrying out a variety of missions, from espionage to assassination ops. They carry the latest weapons and receive intense close combat training.

## FIELD AGENT

### POWERS/ABILITIES:

Adv SMG: Minor Lethal, Defense debuff, long range  
Brawl: Moderate Smashing



## VIGILANT

### POWERS/ABILITIES:

Automatic Pistol: Moderate Lethal, moderate range  
Barrage: Minor Smashing, Energy, & Stun  
Energy Punch: Moderate Smashing, Energy & Stun  
Bone Smasher: High Energy, Smashing, & Stun

## INFILTRATOR

### POWERS/ABILITIES:

Automatic Pistol: Moderate Lethal, moderate range  
Thunderkick: Moderate Smashing & Stun  
Storm Kick: Minor Smashing  
Crane Kick: High Smashing & Knockback

## CHIEF SCIENTISTS

Lieutenant: Levels 30-31

The leaders of every Crey research team receive special training in leadership, tactics, and combat techniques. They also have access to the latest advanced weaponry, making them especially dangerous.

## CHIEF CRYO SCIENTIST

### POWERS/ABILITIES:

Brawl: Moderate Smashing  
Heavy Cryo Rifle: Minor Cold, Slow, & Hold, moderate range

## CHIEF PLASMA SCIENTIST

### POWERS/ABILITIES:

Brawl: Moderate Smashing  
Flamethrower: Minor Fire, short range

## ELITE SECURITY AGENT

Lieutenant: Levels 32-34

The leaders of Crey's security teams are experts at identifying threats and picking them off from a distance. With the latest in advanced assault weaponry at their disposal, these agents are a force to be reckoned with.

### POWERS/ABILITIES:

Adv Assault Rifle: High Lethal, Knockback, very long range  
Brawl: Moderate Smashing  
Focus: Defense buff vs ranged & melee

## SPECIAL AGENTS

Lieutenant: Levels 30-35

The Special Agents are the best of Crey's field operatives. They have superb training, the best weapons, and a seemingly preternatural focus on the task at hand. They often carry heavy weapons, since Crey trusts them enough to use them discreetly and appropriately.

## SPECIAL AGENT VIGILANT

### POWERS/ABILITIES:

Automatic Pistol: Moderate Lethal, moderate range  
Barrage: Minor Smashing, Energy, & Stun  
Energy Punch: Moderate Smashing, Energy & Stun  
Bone Smasher: High Energy, Smashing, & Stun  
Focus: Defense buff vs ranged & melee

## SPECIAL AGENT INFILTRATOR

### POWERS/ABILITIES:

Automatic Pistol: Moderate Lethal, moderate range  
Thunderkick: Moderate Smashing & Stun  
Storm Kick: Minor Smashing  
Crane Kick: High Smashing & Knockback  
Focus: Defense buff vs ranged & melee

## SPECIAL AGENT SHARPSHOOTER

Sniper: Levels 30-54

These are the best of Crey's field operatives. They have superb training, the best weapons, and a seemingly preternatural focus on the task at hand. They often carry heavy weapons, since Crey trusts them enough to use them discreetly and appropriately.

### POWERS/ABILITIES:

Sniper Rifle: High Lethal, Knockback, long range  
Brawl: Moderate Smashing  
Focus: Defense buff vs ranged & melee







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## CREY ELIMINATOR

Lieutenant: Levels 35-39

With their heavy chain guns and advanced training, these armor clad leaders carry enough firepower to stop a tank. They're also almost as hard to hurt, though they are vulnerable to mental assaults.

### POWERS/ABILITIES:

Chain Gun: Minor Lethal, moderate range  
Brawl: Moderate Smashing  
Boxing: Moderate Smashing, Stun  
Moderate resist: Lethal, Smashing, Energy, Fire, Cold  
Vulnerable: Confusion

## CREY CRISIS UNIT

Lieutenant: Levels 35-39

Crey sends these specialized units to handle big problems. Their grenade launchers can fire a variety of munitions, making them well-equipped to handle any situation. These armor clad leaders carry enough firepower to stop a tank. They're also almost as hard to hurt, though they are vulnerable to mental assaults.

### POWERS/ABILITIES:

Grenade Launcher: Moderate Lethal, Smashing & Knockback, moderate range  
Sleep Gas: Sleep, moderate range  
Brawl: Moderate Smashing  
Boxing: Moderate Smashing, Stun  
Moderate resist: Lethal, Smashing, Energy, Fire, Cold  
Vulnerable: Confusion

## CREY JUGGERNAUT

Lieutenant: Levels 35-39

With their powerful personal force fields, missile launchers, and advanced training, these armor clad leaders carry enough firepower to stop a tank. They're also almost as hard to hurt, though they are vulnerable to mental assaults.

### POWERS/ABILITIES:

Missile Launcher: Moderate Smashing, Lethal & Knockback, long range  
Brawl: Moderate Smashing  
Boxing: Moderate Smashing, Stun  
Moderate resist: Lethal, Smashing, Energy, Fire, Cold  
Vulnerable: Confusion  
Personal Force Field: Invulnerable

## TIME BOMB

Small: Levels 1-50

10...9...8...7...6...5...

### POWERS/ABILITIES:

Fear: Causes Fear in AoE  
Time Bomb: Explodes when character enters AoE  
Hi Resistance: Sleep, Disorient, Fear  
Vulnerable: All other attacks  
Self-Destruct

## CREY PROTECTOR

Boss: Levels 30-34

With their powerful force fields, heavy weapons, and advanced training, these armor clad leaders carry enough firepower to stop a tank. They're also almost as hard to hurt, though they are vulnerable to mental assaults.

### POWERS/ABILITIES:

Cryo Rifle: Moderate Cold, Slow, & Sleep, moderate range

Brawl: Moderate Smashing  
Boxing: Moderate Smashing, Stun  
Moderate resist: Lethal, Smashing, Energy, Fire, Cold  
Vulnerable: Confusion  
Dispersion Bubble: Buff to all defenses

## CREY VOLTAIC TANK

Lieutenant: Levels 32-44

Crey's perfected Voltaic Armor can turn any soldier into the proverbial irresistible force. Voltaic Tanks can generate almost limitless electrical current, which they can hurl at great distances.

### POWERS/ABILITIES:

Charged Bolts: Moderate Energy, Endurance drain, moderate range  
Lightning Bolt: High Energy, Endurance drain, moderate range  
Ball Lightning: AoE, minor Energy, Endurance drain, moderate range  
Charged Brawl: Moderate Smashing, Energy, Endurance drain  
Havoc Punch: High Smashing, Energy, Knockback, & Endurance drain  
Thunder Strike: High Smashing, Stun, & Knockback  
Resistance: Lethal, Smashing, Energy, Fire, Cold  
Superleap

## CREY CRYO TANK

Lieutenant: Levels 32-44

Crey's perfected Cryo Armor can turn any soldier into the proverbial irresistible force. Cooled with liquid nitrogen, the Cryo Tanks can absorb almost limitless heat and hurl great chunks of ice at their foes.

### POWERS/ABILITIES:

Frost: Cone minor Cold, Slow, short range



Frozen Fists: Minor Cold, Smashing, Slow

Ice Bolt: Minor Smashing, Cold, Slow, moderate range

Ice Blast: Moderate Smashing, Cold, Slow, moderate range

Freeze Ray: Moderate Cold, Sleep, moderate range

Resistance: Lethal, Smashing, Energy, Fire, Cold

Superleap

## CREY POWER TANK

**Boss: Levels 32-44**

### POWERS/ABILITIES:

Crey's perfected Power Armor can turn any soldier into the proverbial irresistible force. Power Tanks can generate almost limitless power, which they can hurl at great distances.

### POWERS/ABILITIES:

Barrage: Minor Smashing, Energy, Stun

Energy Punch: Moderate Smashing, Energy, Stun

Whirling Hands: Moderate Energy, Smashing, Stun

Bone Smasher: Moderate Smashing, Energy, Stun

Power Bolt: Moderate Smashing, Energy, Stun, moderate range

Explosive Blast: Moderate Smashing, Energy, Knockback, moderate range

Resistance: Lethal, Smashing, Energy, Fire, Cold

Superleap

## PARAGON PROTECTOR

**Boss: Levels 35-44**

Crey denies the rumors that the Paragon Protectors are corporate pawns, but no one outside the company knows the truth for sure. The Claw Pattern Hero is a master of melee combat, using both claws and enhanced

physical attributes to make mincemeat of his or her opponents.

### POWERS/ABILITIES:

Swipe: Moderate Lethal

Strike: High Lethal

Slash: High Lethal & Defense debuff

Spin: Sphere high Lethal

Eviscerate: Very high Lethal

Focus: High Lethal, Knockback

Focused Fighting: Melee and ranged Defense buff

Unstoppable: Very high resist to all attacks but Psionic

Flight

## PARAGON PROTECTOR

**Boss: Levels 35-44**

No one knows who these helmet clad Heroes are, or where they come from. The only thing that's certain is their loyalty to Crey. The Power Paragon Protectors can generate powerful blasts of Energy in both melee and ranged combat situations.

### POWERS/ABILITIES:

Energy Punch: Moderate Smashing, Energy, Stun

Whirling Hands: Moderate Energy, Smashing, Stun

Bone Smasher: Moderate Smashing, Energy, Stun

Foot Stomp: PBAoE moderate Smashing & Knockback

Power Bolt: Moderate Smashing, Energy, Stun, moderate range

Power Blast: Moderate Smashing, Energy, Knockback, moderate range

Energy Torrent: AoE minor Energy, Smashing, Knockback, short range

Explosive Blast: Moderate Smashing, Energy, Knockback, moderate range

Dull Pain: Self-heal

Moment of Glory: Self-heal, recovery, resist all attacks but Psionic

Flight

## PARAGON PROTECTOR

**Boss: Levels 35-44**

The Paragon Protectors keep their names and faces a secret. That way, their good deeds all get credited to Crey, while their less virtuous activities can be plausibly denied in court: The Quill Pattern Heroes use a variety of deadly ranged and melee attacks to fill their enemies with holes.

### POWERS/ABILITIES:

Barb Swipe: Minor Lethal, Slow, Immobilize

Lunge: Moderate Lethal, Slow, Immobilize

Impale: Moderate Lethal, Immobilize, Slow, very short range

Spine throwing: Moderate Lethal, Slow, Immobilize, short range

Ripper: High Lethal, Knockback, Immobilize

Temp Invulnerability: High resist Smashing & Lethal

Invincibility: High Defense buff to all attacks but Psionic

Flight

## HOPKINS

**ArchVillain: Levels 32-38**

Hopkins is the devoted servant and bodyguard of the mysterious Countess Crey: Since the day he was hired, he's been at her side constantly, rarely venturing outside the range of her voice: Hopkins is clearly the second in command in the Crey hierarchy.





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### POWERS/ABILITIES:

Energy Punch: Moderate Smashing, Energy, Stun

Whirling Hands: Moderate Smashing, Energy, Stun

Bone Smasher: Moderate Smashing, Energy, Stun

Foot Stomp: AoE moderate Smashing, Knockback

Cryo Rifle: High Cold, Sleep, Slow, very long range

N2 Cannon: Minor Cold, Slow

Resists: Knockup, Knockback, Fear, Hold, Stun, Sleep, Confusion, Smashing

## COUNTLESS CREY

ArchVillain: Levels 40-44

Countess Crey runs her corporation with an iron fist. Though others hold the lofty title of president and CEO, everyone understands that this is just a legal fiction. The countess is the one holding the strings behind the vast corporation — and woe to anyone who gets in her way.

### POWERS/ABILITIES:

Telekinetic blast: High Smashing, Psionic

Brawl: Moderate Smashing

Boxing: Moderate Smashing, Stun

Mass Hypnosis: large sphere, Sleep, moderate range

Psychic Scream: Cone, moderate Psionic, Slow, long range

Mental Blast: Moderate Psionic, Slow, long range

Resists: Knockup, Knockback, Fear, Hold, Stun, Sleep, Confusion

7th Generation

## QUANTUM AGENT

Minion: Levels 30-45

### POWERS/ABILITIES:

Quantum Array Gun: Slow

## ELITE QUANTUM AGENT

Lieutenant: Levels 30-45

### POWERS/ABILITIES:

Quantum Array Gun: Slow

Focus: Evade many melee and ranged attacks

## CREY QUANTUM TANK

Boss: Levels 30-45

### POWERS/ABILITIES:

Quantum Array Gun: Slow

Power Jumping

Resistance: Lethal, Smashing, Energy, Fire, Cold

## CROATOA GHOSTS

These mournful ghosts were, until recently, the shopkeepers, farmers, and students of Salamanca. Their sudden departure from this Earth has thrown them into great turmoil, and most feel compelled to take out their rage on their former home.

## SPIRIT

Minion: Levels 25-34

### POWERS/ABILITIES:

Flight

Ghastly Blast: Reduces Accuracy

Resistance: Sleep, Fear, Immobilize

Ethereal: Invisible, cannot affect or be affected by material world

## APPARITION

Lieutenant: Levels 25-34

### POWERS/ABILITIES:

Flight

Ghastly Blast: Reduces Accuracy

Resistance: Sleep, Fear, Immobilize

Ethereal: Invisible, cannot affect or be affected by material world

Life Drain: Drains life to self-heal, reduces Accuracy

## LOST SOUL

Boss: Levels 25-34

### POWERS/ABILITIES:

Flight

Ghastly Blast: Reduces Accuracy

Resistance: Sleep, Fear, Immobilize

Ethereal: Invisible, cannot affect or be affected by material world

Life Drain: Drains life to self-heal, reduces Accuracy

Necroplasmic Grasp: Drains life, Hold

## ROLLING FOG

Boss: Levels 25-34

This strange fog seems to roam Croatoa with little purpose or predictability. Wherever it passes, the ghosts of dead Salamancans spring up, ready to wreak horror on their former home.

### POWERS/ABILITIES:

Resist All: Manifested powers cannot be affected

Spectral Chill: Reduces Accuracy, Perception, Damage

Spawn Ghosts: Summons Husk



## **DARK FOG**

**Boss: Levels 25-34**

This strange fog seems to roam Croatoa with little purpose or predictability. Heroes who find themselves trapped within it have reported a variety of harmful effects.

### **POWERS/ABILITIES:**

Resist All: Manifested powers cannot be affected

Spectral Chill: Reduces Accuracy, Perception, Damage

Cloud Curse: Reduces Defense for length of effect

## **DEVOURING EARTH**

### **LOCATION(S):**

The home of the Devouring Earth is Eden, though they can be found on Power Island in Independence Port, as well as scattered through Founders' Falls, Talos Island, Crey's Folly and Terra Volta.

### **TYPES:**

The Devouring Earth (DE) are one of the most complex foes in City of Heroes, with each type possessing at least one ranged attack, one melee attack and one special. The DE come in six varieties. Creepers, Mushrooms, Rocks, Geodes, Devoured and pets.

Creepers look like big trees, have simple brawling/pummeling attacks, use thorns/spurs for their ranged attacks, which can Knockdown, and are resistant to Smashing damage. They drop a pet called the Tree of Life which increases regeneration for all DE in the radius, but is immobile, and

Swarms, which have a DoT and flit about obnoxiously. The regenerative effect of the Tree is negligible, but the Swarms' damage adds up quickly, especially to ranged Heroes in the "backfield." Mushrooms are resistant to Smashing damage, use pummel/brawl for melee, and spore burst attacks which can Hold, choke and put to Sleep anyone in the affected area. They also drop a Fungi pet that provides significant resistance vs. Sleep, Disorient, Hold, Immobilize, Fear, confuse and taunt to all DE in the radius. Mushrooms are rarely alone and usually are interspersed with Creepers and Rocks, making their incapacitating attacks more effective in conjunction with the more damaging attacks of their cohorts.

Rocks are essentially Stone Tankers, resistant to Lethal damage, using pummel/brawl for melee, and hurling boulders for a ranged attack with serious damage and Knockback. When defeated, they frequently break down into Rubble, smaller versions of themselves, much like Clockwork bosses. (The ability of a big Bedrock to turn into a much smaller Rubble has earned these monsters the nickname "Fredanbarnies.") On rare occasions, they can plant a Cairin pet that enhances the damage resistance of all DE in the radius. Geodes are resistant to Energy, vulnerable to Smashing, use pummel/brawl for melee, and hurl shards for severe damage at range. When defeated, they break down into Shards, which are smaller versions of themselves. Geodes summon a Quartz pet that increases the Accuracy of all DE in its radius. Devoured are resistant to Knockback, Smashing, and Energy damage, use claws for

Lethal melee, and spit a poison spray that has a DoT effect at range, as well as summoning Swarms as pets (see in Creepers, above). Devoured do massive amounts of damage, and like the Mushrooms above, are rarely alone, coordinating their attacks and pets with their cohorts.

### **TACTICS:**

There are no "canned" tactics for fighting the Devouring Earth, because each group of them requires a different approach. Typically speaking, the bosses are the highest priority, followed by the lieutenants and minions. The pets are generally targets of opportunity, but they must never be dismissed, for a couple of reasons. First, the pet effects stack, so three Trees of Life mean the DE are regenerating at thrice their normal rate. This can completely counteract small-damage AoE and DoT attacks. In addition, meet enough of the smaller pets, like Swarms, Rubble and Shards, and ranged Heroes can easily be overrun by harassing damage that completely disrupts the support structure of most well organized teams. Lastly, each DE can summon multiple pets, so seeing a single Devoured does not mean there can only be a single Swarm. Care must be taken in any engagement with the Devouring Earth to ensure all targets are accounted for and everyone in the group is aware of all of the additional targets that will appear once combat is engaged.

**Bladegrass (25-30)**

**Razorvine (31-36)**

**Blackrose (37-42)**

**Deathblossom (43-47)**

**Minion: Levels 25-47**





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These horrid perversions of normal flora have become one of the most identifiable monsters in the Devouring Earth's maniacal menagerie. In addition to their astonishing mobility, they can fire swarms of thorns at their enemies, tearing flesh to shreds in an instant.

### POWERS/ABILITIES:

Pummel: High Smashing & Knockback  
Thorn Blast: Cone, moderate Lethal, Knockback, moderate range  
Spur: High Lethal, Immobilize, moderate range  
Moderate Resist: Smashing  
Vulnerability: Negative Energy & Lethal

## HERDER

Lieutenant: Levels 25-34, 38-42

The older, more mature plant creatures serve as leaders for their deadly cousins. They're stronger, tougher, and more deadly than the lesser plant creatures. They also have the ability to summon forth Swarms to further trouble their enemies.

### POWERS/ABILITIES:

Pummel: High Smashing & Knockback  
Thorn Blast: Cone, moderate Lethal, Knockback, moderate range  
Spur: High Lethal, Immobilize, moderate range  
Moderate Resist: Smashing  
Vulnerability: Negative Energy & Lethal  
Summon Swarm  
Summon Tree of Life

## DEATHCAP

Minion: Levels 26-41

"Fungus run amok" is probably the best way to describe these loathsome creatures. Like their inanimate ancestors, mushroom

men prefer dark, dank places. In combat they can release clouds of deadly spores that choke and disable nearby enemies.

### POWERS/ABILITIES:

Pummel: High Smashing & Knockback  
Spores: AoE sphere, Hold, moderate range  
Spore Burst: PBaoE sphere, Sleep  
Moderate Resist: Smashing  
Vulnerability: Negative Energy & Lethal

## FUNGOID

Lieutenant: Levels 26-42

These horrid parodies of men lead the fungi armies of the Devouring Earth: Their pummeling attack can shatter bones while their spore clouds disable their victims. Meanwhile, their summoned Swarms hold other foes at bay.

### POWERS/ABILITIES:

Pummel: High Smashing & Knockback  
Spores: AoE sphere, Hold, moderate range  
Spore Burst: PBaoE sphere, Sleep  
Moderate Resist: Smashing  
Vulnerability: Negative Energy & Lethal  
Summon Swarm  
Summon Fungi

## BOULDER

Minion: Levels 27-49

Made from assemblages of rocks that are somehow given form and consciousness, the Rock Troops are tough, resilient creatures who can either pound their opponents in close combat or hurl rocks from a distance.

### POWERS/ABILITIES:

Pummel: High Smashing & Knockback  
Hurl Boulder: High Smashing,

Knockback, moderate range  
Summon Rubble  
Resists: Lethal  
Vulnerability: Negative Energy & Smashing  
Sentry (46-48)

## GRANITE

Lieutenant: Levels 33-54

The leaders of the Rock Troops are tougher, smarter, and better equipped to take on whatever foes the Devouring Earth sets them against. In addition to the rock wielding skills of their subordinates, they have the ability to summon forth deadly Swarms of insects.

### POWERS/ABILITIES:

Pummel: High Smashing & Knockback  
Hurl Boulder: High Smashing, Knockback, moderate range  
Summon Rubble  
Resists: Lethal  
Vulnerability: Negative Energy & Smashing  
Summon Cairn

## GRANITE, SENTRY

Lieutenant: Levels 38-42

### POWERS/ABILITIES:

Pummel: High Smashing & Knockback  
Hurl Boulder: High Smashing, Knockback, moderate range  
Summon Rubble  
Resists: Lethal  
Vulnerability: Negative Energy & Smashing  
Summon Cairn



## **GEODE (31-35), QUARTZ (36-40), SARDONYX (41-46)**

**Minion: Levels 31-46**

Devouring Earth grows these crystalline warriors in special caves deep beneath the Earth. Their blasts of shards can cut deeply into a target's flesh and bone, and Energy attacks have a diminished effect against their crystalline forms: Luckily, they're susceptible to Smashing attacks.

### **POWERS/ABILITIES:**

Pummel: High Smashing & Knockback

Crystal Shards: Moderate Smashing, Lethal, moderate range

Shatter

Resists: Energy & Negative Energy

Vulnerability: Smashing

## **GUARDIAN**

**Lieutenant: Levels 35-45**

These Crystal leaders command their sparkling soldiers in combat, chattering amongst one another with voices like breaking glass. In combat they rain down shards of razor sharp crystal and pummel their opponents mercilessly. Like their followers, these creatures fear Smashing attacks.

### **POWERS/ABILITIES:**

Pummel: High Smashing & Knockback

Crystal Shards: Moderate Smashing, Lethal, moderate range

Shatter

Resists: Energy & Negative Energy

Vulnerability: Smashing

Summon Quartz

## **THE SWARM**

**Small: Levels 20-54**

These nettlesome Swarms are sometimes encountered in groups, though they can also be summoned by other Devouring Earth creatures. They are immune to Smashing and Lethal attacks, but these flying hordes don't fare well when confronted with Fire or Energy based assaults.

### **POWERS/ABILITIES:**

Sting: Minor special, Slow

Swarm: Speed

Flight

Resists: Smashing, Lethal, Stun

Vulnerability: Energy, Negative Energy, Fire, Knockback, Knockup, Repel

## **LESSER DEVoured**

**Boss: Levels 25-39**

The Devoured were once normal human beings, but they have since been transformed into horrifying creatures: Their bodies have been mutated grotesquely, and even their brains have been perverted into believing the radical environmental precepts of the Devouring Earth: In combat they show their hatred for the world of men by spitting poison at their foes.

### **POWERS/ABILITIES:**

Pummel: High Lethal & Knockback

Spit: High special, moderate range

Resists: Knockup, Knockback, Smashing, Energy

Vulnerability: Negative Energy

Summon Swarm

## **GREATER DEVoured**

**Boss: Levels 40-49**

The ultimate eco-warriors, the Greater Devoured incorporate the biomass of fallen Heroes into their monstrous forms: They rend foes with their slashing talons, spitting poison on those they can't reach: A Greater Devoured is a formidable foe, resistant to most kinds of attacks.

### **POWERS/ABILITIES:**

Pummel: High Lethal & Knockback

Spit: High special, moderate range

Hurl Boulder: High Smashing, short range

Foot Stomp: PBAoE sphere, moderate Smashing & Knockback

Resists: Knockup, Knockback, Smashing, Energy, Sleep, Stun, Fear

Vulnerability: Negative Energy, Hold  
Summon Swarm

## **TERRA**

**Archvillain: Levels 35-40**

Transformed by a Devouring Earth drug, this raging beast was once the woman Tanya Tyler. Now capable of breeding Devouring Earth creatures, Terra is the monsters' greatest offensive weapon in their war against humanity.

### **POWERS/ABILITIES:**

Pummel: High Lethal & Knockback

Hurl Boulder: High Smashing, short range

Foot Stomp: PBAoE sphere, moderate Smashing & Knockback

Spit: High special, moderate range

Resists: Knockup, Knockback, Smashing, Energy, Sleep, Stun, Fear

Vulnerability: Negative Energy, Hold  
Summon Swarm





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## THORN

### Monster

No one knows exactly how Hamidon breathed life into this colossal tree. What is certain is that the tree is grateful. Thorn defends Hamidon's Eden with a fearsome vigor, and seems to have no sympathy for anything that walks on two legs.

#### POWERS/ABILITIES:

Resistant to all dmg types

Summon Swarm

Foot Stomp: PBAoE sphere, High Smashing, Knockback

Thorn Blast: AoE cone, high Lethal, Knockback, moderate range

Thorn: High Lethal, Immobilize, long range

## STROPHARIA

### Monster

Catch it unawares, and you may find this giant mushroom blissfully content in the atmosphere of Hamidon's strange Eden. If it sees you, though, watch out! Stropharia seems intent on exacting revenge for all its cousins that met their fate in a buttery saucepan.

#### POWERS/ABILITIES:

Resistant to all dmg types

Summon Swarm

Foot Stomp: PBAoE sphere, High Smashing, Knockback

Spores: AoE sphere, Sleep, long range

Spore Burst: PBAoE, minor special

## QUARRY

### Monster

This giant crystal monster may be the most beautiful of Hamidon's

strange creations. It is also one of the deadliest. Quarry will happily slaughter any human being who sets foot within Hamidon's bizarre paradise.

#### POWERS/ABILITIES:

Resistant to all dmg types but Smashing

Summon Rubble

Fault: AoE sphere, high Smashing, Knockup, Stun, very short range

Hurl Boulder: AoE sphere, high Smashing, Knockback, long range

## LATTICE

### Monster

The greatest of Hamidon's rock beasts, Lattice roams Eden with a single purpose — to destroy any humans who stray inside. It may not be the smartest of Hamidon's followers, but it's certainly among the strongest. More than one Hero has met his fate beneath Lattice's stony foot.

#### POWERS/ABILITIES:

Resistant to all dmg types but Smashing

Crystal Shards: AoE sphere, moderate Smashing, Lethal, long range

Summon Shards

Foot Stomp: PBAoE sphere, High Smashing, Knockback

## JURASSIK

### Monster

The giant monster was dubbed Jurassik by a Hero some time ago, and the name has stuck (though the Hero has regrettably disappeared): It appears that Jurassik has been mutated by the many pollutants and chemicals in Crey's Folly. Now, it is a creature of pure violence.

#### POWERS/ABILITIES:

Fault: AoE sphere, moderate Smashing, Knockup, Stun, very short range

Jurassik Club: High Smashing, Stun, & Knockback

Hurl Boulder: AoE, high Smashing, Knockback, very long range

Resists: Knockup, Knockback, Fear, Immobilize, Hold, Stun, Sleep, Confusion, Lethal

Vulnerability: Smashing, Negative Energy

Summon Rubble

## JURASSIK RUBBLE

### Minion: Level 40

Jurassik has fallen, but from the rubble a smaller creature has arisen to vex Heroes!

#### POWERS/ABILITIES:

Pummel: High Smashing & Knockback

Hurl Boulder: High Smashing, Knockback, moderate range

Summon Rubble

Resists: Lethal

Vulnerability: Negative Energy & Smashing

## RUBBLE

### Small: Levels 27-50

Large Rock Beasts might fall, but from rubble smaller creatures arise to plague Heroes!

#### POWERS/ABILITIES:

Brawl: Moderate Smashing

Hurl Boulder: High Smashing, short range

Resists: Lethal

Vulnerability: Negative Energy & Smashing



## **SHARDS: GEODE [31-35], QUARTZ [36-40], SARDONYX [41-46], GUARDIAN [35-45]**

**Small: Levels 31-46**

Even Shards from a fallen crystalline creature can prove deadly.

### **POWERS/ABILITIES:**

Brawl: Moderate Smashing

Crystal Shards: Moderate Smashing, Lethal, moderate range

Resists: Energy & Negative Energy

Vulnerability: Smashing

## **PETS**

**Pet: Levels 1-50**

## **TREE OF LIFE**

These tiny trees don't do much to Heroes, but their aura boosts the healing rate of all Devouring Earth creatures nearby.

## **FUNGI**

The Fungi emit spores that strengthen the immunity of Devouring Earth creatures. As a result, nearby creatures become resistant to many effects, including Knockback, Sleep, Disorient, and Stun.

## **CAIRN**

These tiny Cairns channel the Earth's energies, making nearby Devouring Earth creatures more resistant to damage.

## **QUARTZ**

These small quartz shrines focus the Earth's energies, boosting the Accuracy of all Devouring Earth attacks.

## **HAMIDON**

**ArchVillain: Levels 1-54**

Hamidon is nucleus of a giant single celled organism, spawned from some twisted primordial soup. Its has one instinct, to Devour the Earth and all that infests it.

### **POWERS/ABILITIES:**

Immune: Knockup, Knockback, Repel, Fear, Immobilize

Resists: Hold, Stun, Sleep, Confusion

Vulnerability: All damage types

Protoplasm: PBAoE Slow

Electrolytic Blast: Moderate Energy, Knockback, extreme range

## **MITOCHONDRIA ANTIBODIES**

**ArchVillain: Level 50**

These creatures seem to be the organelles of the giant single cell organism that is devouring the land around you. These Mitochondria are definitely the cells' main defense mechanism.

### **POWERS/ABILITIES:**

Immune: Knockup, Knockback, Repel, Fear, Immobilize, Hold, Stun, Sleep, Confusion

Cytoplasmic Blast: High special, extreme range

Mitosis: Duplicate self

Flight

## **MENDING MITOCHONDRIA**

**ArchVillain: Level 50**

These creatures seem to be the organelles of the giant single cell organism that is devouring the land around you. These Mitochondria seem to function as repair units for the cell.

### **POWERS/ABILITIES:**

Immune: Knockup, Knockback, Repel, Fear, Immobilize, Hold, Stun, Sleep, Confusion

Heal Other

Mitosis: Duplicate self

Flight

## **MITOCHONDRIA ELECTROLYTES**

**ArchVillain: Level 50**

These creatures seem to be the organelles of the giant single cell organism that is devouring the land around you. These Mitochondria are definitely the cells Defense mechanism.

### **POWERS/ABILITIES:**

Immune: Knockup, Knockback, Repel, Fear, Immobilize, Hold, Stun, Sleep, Confusion

Paralytic Blast: Hold, Slow, very long range

Mitosis: Duplicate self

Flight

## **CYTOPLASM**

**Pet: Level 50**

### **POWERS/ABILITIES:**

Cytoplasm: Create Cytoplasm, Knockback

Self Destruct

Untouchable







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### HAMIDON BUD

Epic

Although defeated, it seems the pieces of the Hamidon are still a threat. Left unchecked, it is likely that each piece could one day grow to become as big a menace as the original. It must be stopped.

#### POWERS/ABILITIES:

Electrolytic Bolt: Minor Energy, short range

### DEVOURING SWARM

Minion: Levels 38-54

These nettlesome Swarms are encountered either in groups or are summoned forth by members of the Devouring Earth. They are immune to Smashing and Lethal attacks but these flying hordes do not fare well when confronted with Fire or Energy based assaults.

#### POWERS/ABILITIES:

Sting: Minor special, disrupts flight & teleport

Flight

Resists: Smashing, Lethal, Stun

Vulnerability: Energy, Negative Energy, Fire, Knockup, Knockback, Repel

### LICHEN COLONY

Boss: Levels 41

The power of the Devouring Earth seems to have no bound. This Lichen Colony seems to generating some sort of spores.

#### POWERS/ABILITIES:

Summon Lichen

Resists: Resists to all attacks

Immunity: Immobilize, Fear, teleport, Knockup, Knockback, Repel

### LICHEN

Minion: Levels 41

The power of the Devouring Earth seems to have no bound. These Lichens are not to be trifled with.

#### POWERS/ABILITIES:

Lichen Spore: Moderate special, moderate range

Resists: Smashing

Vulnerability: Negative Energy

### TITAN

Monster

This giant crystal monster may be the most beautiful of Hamidon's strange creations. It is also one of the deadliest. It will happily slaughter any human being who sets foot within Hamidon's bizarre paradise.

#### POWERS/ABILITIES:

Foot Stomp: PBAoE sphere, High Smashing, Knockback, Devouring Shatter: Summon Shards when defeated

Prism Blast: Energy damage

Salt Crystals: Powers negated, defense reduced, need help to be free

Resistance: Archvillain resistance

### QUILL

Boss: Level 41

Venom runs through Quill's veins. His spines are toxic and deadly.

#### POWERS/ABILITIES:

Invincibility: Huge Defense bonus, bonus to hit increases with number of enemies in melee range

Barb Swipe: Poison, Slow, Paralyze

Lunge: Poison, Slow, Paralyze

Temp Invulnerability: Temporary high resistance to Smash, Lethal

Spine Throwing: Ranged, Poison, Slow

Impale: Poison, Slow, Paralyze

Ripper: Poison, Slow, Paralyze





## TUNDRA

**Boss: Level 41**

Tundra controls Arctic snow and ice.

### POWERS/ABILITIES:

Freeze Ray: Unconscious, dmg will awaken

Frost: Arc AoE, Slow and Cold dmg over time

Blizzard: Cold dmg over time, Accuracy debuff, Slow

Frozen Fists: Minor Cold, Slow

Ice Bolt: Slow

Ice Storm: Cold dmg over time, Slow

Ice Blast: Slow

Snow Storm: Slow

### POWERS/ABILITIES:

Quicksand: Summon quicksand to Slow

Stone Prison: High Immobilize

Stone Fist: Moderate Smashing & Stun

Stalagmites: Minor Lethal & Stun, moderate range

Stone Mallet: High Smashing & Knockback

Mud Pots: Immobilize

Hurl Boulder: Moderate Smashing & Knockback

Rock Armor: Adds high Smashing & Lethal Defense

Earth's Embrace: Self-heal

Fault: Moderate Knockup & Stun

### POWERS/ABILITIES:

Moderate Defenses: All

Moderate Resist: Psionic

Fly

Phase Shift

Personal Force Field

Siphon Power: High Damage debuff, all

Siphon Speed: Moderate Slow target, Speed self

Force Bolt: Moderate Smashing & Knockback

Force Bomb: Moderate Smashing & Knockback

## GALE

**Boss: Level 41**

Gale possesses all the power of the storm. Wind, Rain and Lightning are at her command.

### POWERS/ABILITIES:

Charged Bolts: Ranged Energy

Lightning Storm: Bolts knock down and damage in AoE, can cause Panic  
Thunder Clap: Pale Stun

Lightning Bolt: High Energy and Endurance drain, moderate range

Thunder Strike: Disorient

Gale: Knockback, Minor Smash

Ball Lightning: AoE, minor Energy & Endurance drain, moderate range

Freezing Rain: Minor Cold in AoE, Slow, Defense and Resist debuff

Havoc Punch: Electrocutation, can be freed with help

Hurricane: PBAoE, minor Accuracy debuff & Knockback

## DIABOLIQUE & HENCHMEN

### DIABOLIQUE

**Archvillain: Levels 48-54**

Tammy Arcanus was born with great Magical powers on Praetorian Earth, just like she was on Primal Earth. Unfortunately, they manifested very differently. As she reached adolescence she began exploring her powers before she was trained. She used astral projection to cast her spirit forth. So intoxicated was she by the new wonders that she was discovering, she returned to her body too late to link with it. She watched helplessly as it withered and died without a spirit. Tammy's father tried to save her but he was too late to manage anything other than keeping her spirit bound to Earth. For his trouble, Tammy blasted her father and turned him into her first spirit minion.

## WIGHT

**Minion: Levels 45-54**

These incorporeal spirits have been caught before they could travel across the veil by Diabolique's dark magic. In binding them to this world she also forces them to do her bidding. They are tormented and distraught, but are forced to serve the twisted mystic.

### POWERS/ABILITIES:

Smite: Moderate Smashing, Neg Energy, Accuracy debuff

Siphon Life: Moderate Neg Energy, Psionic, self Heal, Accuracy debuff

Midnight Grasp: Moderate Neg Energy, Immobilize, Accuracy debuff

Chill of the Night: High Accuracy debuff, minor Neg Energy

Moderate Resists: Smashing, Lethal, Neg Energy

Vulnerable: Energy, Psionic

Flight

Ethereal: Intangible

## SLATE

**Boss: Level 41**

Slate possesses the power of the Earth. His Stone Mallet is mighty.





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## WRAITH

Lieutenant: Levels 45-54

After being in Diabolique's service for some time, Wights are imbued with some of her potent mystical energy. Combined with their tortured existence, this makes her Wraiths fearsome foes indeed.

### POWERS/ABILITIES:

Smite: Moderate Smashing, Neg Energy, Accuracy debuff

Siphon Life: Moderate Neg Energy, Psionic, self Heal, Accuracy debuff

Midnight Grasp: Moderate Neg Energy, Immobilize, Accuracy debuff

Chill of the Night: High Accuracy debuff, minor Neg Energy

Moderate Resists: Smashing, Lethal, Neg Energy

Vulnerable: Energy, Psionic  
Fly

Ethereal: Intangible

## POLTERGEIST

Boss: Levels 45-54

Bound to the earth for so long and subjected to Diabolique's corrupt power, eventually each of her minions snap. When they do, their powers increase proportionally. They no longer care if they can ever escape; they simply want to destroy the living.

### POWERS/ABILITIES:

Smite: Moderate Smashing, Neg Energy, Accuracy debuff

Siphon Life: Moderate Neg Energy, Psionic, self Heal, Accuracy debuff

Midnight Grasp: Moderate Neg Energy, Immobilize, Accuracy debuff

Chill of the Night: High Accuracy debuff, minor Neg Energy

Moderate Resists: Smashing, Lethal, Neg Energy

Vulnerable: Energy, Psionic

Fly

Ethereal: Intangible

## DOMINATRIX & HENCHMEN

### DOMINATRIX

ArchVillain: Levels 48-54

Being the daughter of a famous and universally loved super heroine never sat well with Dominatrix. She rebelled from a very young age, and when she hit puberty and her powers kicked in, she decided enough was enough. After killing her mother, the infamous Miss Liberty, she started making a name for herself. She caught Tyrant's attention and has been serving him loyally, in all capacities, ever since.

### POWERS/ABILITIES:

Moderate Defenses: All

Moderate Resists: All

Crush: Moderate Smashing, Immobilize, Slow

Gravity Distortion: High Hold & Slow

Propel: Moderate Smashing & Knockback

Crushing Field: Minor Smashing, moderate Immobilize & Slow

Gravity Distortion Field: Very high Hold & Slow

### SERVANT

Minion: Levels 45-54

To be bound to Dominatrix is an honor that must be earned. Going without sleep and other trials of endurance are given to candidates to prove their worth. Passing means a term of servitude where complete obedience is expected.

### POWERS/ABILITIES:

High Resists: All

Crop: Moderate Smashing, Energy & Sleep

Static Bolt: Moderate Energy

### TRAINER

Lieutenant: Levels 45-54

Trainers are very important to Dominatrix's organization. They teach the new Servants to fight effectively and work as a unit. They also fill the position of tactical leader in combat quite often.

### POWERS/ABILITIES:

High Resists: All

Crop: Moderate Smashing, Energy & Sleep

Static Bolt: Moderate Energy

Submission: Minor Energy, moderate Hold

### LADY

Boss: Levels 45-54

The Lady is the mistress of all she surveys. She is responsible for a number of Trainers and Servants. There is a strong bond of fealty that goes both ways in these relationships; with power comes responsibility.

### POWERS/ABILITIES:

High Resists: All

Crop: Moderate Smashing, Energy & Sleep

Static Bolt: Moderate Energy

Submission: Minor Energy, moderate Hold



## QUANTUM SERVANT

Minion: Levels 45-54

### POWERS/ABILITIES:

Quantum Array Gun: Slow

High Resists: All

## QUANTUM TRAINER

Minion: Levels 45-54

### POWERS/ABILITIES:

Quantum Array Gun: Slow

High Resists: All

## QUANTUM LADY

Minion: Levels 45-54

### POWERS/ABILITIES:

Quantum Array Gun: Slow

High Resists: All

## FIR BOLG

### Eochai

Monster

Long ago, King Eochai ruled the Fir Bolg. Today, these monstrous pumpkin-headed giants roam Croatoa. In part, they are the remnants of Eochai's own spirit; in part, they are summoned by the united fury of his tormented people.

### POWERS/ABILITIES:

Resistance: Eochai resistance

Cinders: Incapacitate foes in AoE

Fire Stomp: Fire damage

Pumpkin Bomb: Continuous Fire damage

Pumpkin: Continuous Fire damage

Pumpkin Seed: Continuous Fire damage

## SOLDIER

Minion: Levels 25-34

In times of old, the Fir Bolg battled the invading Tuatha de Dannan for control of Ireland. Here in Croatoa, history seems to be repeating itself. The two tribes, transported across an ocean and transformed into monstrous shapes, are waging an eternal war.

### POWERS/ABILITIES:

Slash: Claws

Pumpkin: Continuous Fire damage

Scorch: Minor Fire, chance of igniting target

## GUARDIAN

Lieutenant: Levels 25-34

### POWERS/ABILITIES:

Slash: Claws

Pumpkin: Continuous Fire damage

Pumpkin Bomb: Continuous Fire damage

## STRENG

Boss: Levels 25-34

The Fir Bolg honor the legend of Streng, the hero who once championed their people. Many Fir Bolg have now earned the right to bear the ancient hero's name—usually through acts of great violence against the Tuatha de Dannan.

### POWERS/ABILITIES:

Fire Stomp: Fire damage

Pumpkin Bomb: Continuous Fire damage

Pumpkin: Continuous Fire damage

## THE FREAKSHOW

### LOCATION(S):

Freakshow are found primarily in Terra Volta, Talos Island and Crey's Folly, with a few strays in Independence Port. Mission doors for them can be generated anywhere.

### TYPES:

Most all Freakshow are Tankers of some sort, though some will have pistols and shotguns when forced to engage at range. At higher levels, Juicers and Stunners use ranged attacks that will Disorient Heroes, dropping their active powers and making them vulnerable. When they are down to less than 1/3 health, all Freakshow will use Dull Pain to heal back up to almost half, and many Lieutenants and Bosses (and higher-level minions) will use Revive to get back up after being taken down, with near full Hit Points and little Endurance.

Melee Freaks typically use either giant hammers (Smashing damage), or huge scythes or blades (Lethal damage). A few will have shotguns or machine guns, and the Tank bosses will hurl massive blades for significant damage. On the whole, their melee damage is vastly greater than their ranged.

### TACTICS:

The bulk of Freakshow foes can be fought like most other villain groups, with a few exceptions. Stunners and Juicers need to be taken down quickly due to their ability to lock Heroes down and make them vulnerable.

Most Freakshow, however, either do not have ranged, or their ranged damage is insignificant





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compared to their melee, so fighting them at range is typically safer. Juicers and Stunners are the only exception, which not only use ranged electrical attacks, but also fly, making them the primary target for Heroes who wish to engage at range.

Tanker bosses have a great deal more hit points, a very large amount of Smashing damage resistance, and almost always revive, so never turn away from a fallen one as it will very likely get back up. The best way to defeat them is to use non-Smashing damage while melee Heroes keep them engaged, as they do a great deal of damage when they hit, melee or ranged.

## FREAKS

Minions: Levels 20-26

The dregs of Freakshow society, the Freaks are newbies who haven't earned their metal yet. They have to prove themselves by using axes, bats, guns and anything else they can get their hands on to cause as much damage as possible.

## FREAK CHOPPER

### POWERS/ABILITIES:

Fireman Axe: High Lethal & Defense debuff

Heavy Revolver: High Lethal, Knockback, moderate range

Dull Pain: Self-heal

## FREAK SLAMMER

### POWERS/ABILITIES:

Sledgehammer: High Smashing & Knockback

Heavy Revolver: High Lethal, Knockback, moderate range

Dull Pain: Self-heal

## FREAK BUCKSHOT

### POWERS/ABILITIES:

Shotgun: AoE cone, moderate Lethal, Knockback

Dull Pain: Self-heal

## FREAK GUNNER

### POWERS/ABILITIES:

Submachine Gun: Minor Lethal, Defense debuff, moderate range

Dull Pain: Self-heal

## MAD FREAKS

Minion: Levels 21-33

Mad Freaks have earned their Excelsior Feeder, a device that pumps the drug directly into their bloodstream. That makes them stronger and tougher than humanly possible, as well as more than a little bit crazy.

## MAD FREAK CHOPPER

### POWERS/ABILITIES:

Fireman Axe: High Lethal & Defense debuff

Heavy Revolver: High Lethal, Knockback, moderate range

Dull Pain: Self-heal

## MAD FREAK SLAMMER

### POWERS/ABILITIES:

Sledgehammer: High Smashing & Knockback

Heavy Revolver: High Lethal, Knockback, moderate range

Dull Pain: Self-heal

## MAD FREAK BUCKSHOT

### POWERS/ABILITIES:

Shotgun: AoE cone, moderate Lethal, Knockback

Dull Pain: Self-heal

## MAD FREAK GUNNER

### POWERS/ABILITIES:

Submachine Gun: Minor Lethal, Defense debuff, moderate range

Dull Pain: Self-heal

## ENFORCERS

Minion: Levels 22-32

The Enforcers are what everyone thinks of when they hear the word Freakshow — dangerous punks with over-sized mechanical arms ending in nasty looking weapons. They are the true heart of the Freakshow, deadly in combat but not yet totally insane.

## ENFORCER SWIPER

### POWERS/ABILITIES:

Cybernetic Blade: Moderate Lethal

Dull Pain: Self-heal

Revive: Self-resurrect

Resists: Cold

Vulnerability: Energy

## ENFORCER SMASHER

### POWERS/ABILITIES:

Cybernetic Hammer: Moderate Smashing & Stun

Dull Pain: Self-heal

Revive: Self-resurrect

Resists: Cold

Vulnerability: Energy



## JUICER FREAK

Minion: Levels 25-54

Juicers undergo a very specific and unusual cybernetic enhancement, one that sets them apart from all other Freaks and does strange things to their brains. A network of electrical wiring and emitters allows the Juicers to shoot forth great gouts of electrical Energy that can devastate their foes.

### POWERS/ABILITIES:

Shock Punch: Minor Smashing & Energy

Lightning Bolt: High Energy & Endurance drain, moderate range

Ball Lightning: AoE sphere minor Energy & Endurance drain, moderate range

Flight

Dull Pain: Self-heal

Revive: Self-resurrect

Resists: Cold

Vulnerability: Energy

## STUNNER FREAK

Minion: Levels 27-54

Stunners undergo a specific and unusual cybernetic enhancement, one that sets them apart from all other Freaks and does strange things to their brains. A network of electrical wiring and emitters allows these Stunners to Immobilize even the strongest Heroes for a short period of time.

### POWERS/ABILITIES:

Shock Punch: Minor Smashing & Energy

Charged Bolts: Moderate Energy & Endurance drain, moderate range

Tesla Cage: Minor Energy, Endurance drain, & Sleep, moderate range

Flight

Dull Pain: Self-heal

Revive: Self-resurrect

Resists: Cold

Vulnerability: Energy

## METAL FREAKS

Minion: Levels 28-54

A Metal Freak's devotion to the cause is obvious — both arms are replaced with robotic contraptions good only for destruction. He must rely on other Freaks to feed him, but in combat he is a whirling nightmare.

## METAL SWIPER

### POWERS/ABILITIES:

Cybernetic Blade: Moderate Lethal

Cybernetic Blades: High Lethal

Sawblade: Moderate Lethal, Knockback, moderate range

Dull Pain: Self-heal

Revive: Self-resurrect

Resists: Cold

Vulnerability: Energy

## METAL SMASHER

### POWERS/ABILITIES:

Cybernetic Hammer: Moderate Smashing & Stun

Cybernetic Hammers: High Smashing & Stun

Hammer Clap: PBAoE sphere, Stun & Knockback

Dull Pain: Self-heal

Revive: Self-resurrect

Resists: Cold

Vulnerability: Energy

## CHIEFS

Lieutenant: 22-26

A combination of revolutionary fervor and massive doses of Excelsior allows the leaders of the

Enforcers to completely ignore the effects of pain. This trait lets them keep on fighting when by all rights they should have dropped dead.

## CHIEF SWIPER

### POWERS/ABILITIES:

Cybernetic Blade: Moderate Lethal

Dull Pain: Self-heal

Revive: Self-resurrect

Resists: Cold

Vulnerability: Energy

## CHIEF SMASHER

### POWERS/ABILITIES:

Cybernetic Hammer: Moderate Smashing & Stun

Dull Pain: Self-heal

Revive: Self-resurrect

Resists: Cold

Vulnerability: Energy

## CHAMPIONS

Lieutenant: Levels 32-54

These are the Heroes of the Freakshow, devoted utterly to Smashing the state and having a great time while they're doing it. They're totally without care or mercy; point them in the right direction (or even the wrong one) and mayhem ensues.





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## CHAMPION SWIPER

### POWERS/ABILITIES:

Cybernetic Blade: Moderate Lethal  
Cybernetic Blades: High Lethal  
Sawblade: Moderate Lethal,  
Knockback, moderate range  
Dull Pain: Self-heal  
Revive: Self-resurrect  
Resists: Cold  
Vulnerability: Energy

## CHAMPION SMASHER

### POWERS/ABILITIES:

Cybernetic Hammer: Moderate  
Smashing & Stun  
Cybernetic Hammers: High Smashing  
& Stun  
Hammer Clap: PBAoE sphere, Stun &  
Knockback  
Dull Pain: Self-heal  
Revive: Self-resurrect  
Resists: Cold  
Vulnerability: Energy

## TANKS

**Boss: Levels 20-54**

The fully armored, incredibly tough Tank Freaks are a rare breed indeed: As their name suggests, they're almost unstoppable in combat. The one ray of hope when confronting a Tank Freak is that their electronics are not always top of the line, leaving them vulnerable to Energy attacks.

## TANK SWIPER

### POWERS/ABILITIES:

Cybernetic Blades: High Lethal  
Sawblade: Moderate Lethal,  
Knockback, moderate range  
Tank Grenade: AoE sphere moderate  
Lethal, Smashing, & Knockback,  
moderate range  
Dull Pain: Self-heal  
Revive: Self-resurrect  
Resists: Cold  
Vulnerability: Energy  
Resists: Smashing, Lethal, Knockup,  
Knockback, Stun

## TANK SMASHER

### POWERS/ABILITIES:

Cybernetic Hammers: High Smashing  
& Stun  
Hammer Clap: PBAoE sphere, Stun &  
Knockback  
Tank Grenade: AoE sphere moderate  
Lethal, Smashing, & Knockback,  
moderate range  
Dull Pain: Self-heal  
Revive: Self-resurrect  
Resists: Cold  
Vulnerability: Energy  
Resists: Smashing, Lethal, Knockup,  
Knockback, Stun

## CHIEFS

**Lieutenant: Levels 20-45**

It takes some skill to control death dealing levels of electricity as they course through your nervous system, and Juicer leaders have that control. They can use their implants to generate massive balls of lightning: They're no fun in close combat either, as their punch packs a heck of an electrical wallop.

## JUICER CHIEF

### POWERS/ABILITIES:

Shock Punch: Minor Smashing &  
Energy  
Lightning Bolt: High Energy &  
Endurance drain, moderate range  
Ball Lightning: AoE sphere minor  
Energy & Endurance drain, moderate  
range  
Flight  
Dull Pain: Self-heal  
Revive: Self-resurrect  
Resists: Cold  
Vulnerability: Energy

## STUNNER CHIEF

### POWERS/ABILITIES:

Shock Punch: Minor Smashing &  
Energy  
Charged Bolts: Moderate Energy &  
Endurance drain, moderate range  
Tesla Cage: Minor Energy, Endurance  
drain, & Sleep, moderate range  
Flight  
Dull Pain: Self-heal  
Revive: Self-resurrect  
Resists: Cold  
Vulnerability: Energy

## CLAMOR

**ArchVillain: Level 20-25**

Eve van Dorn's had a hard time finding friends as dedicated to violence as herself. For a while she found a home in the 5th Column, but she could only make it so far in that organization: So she turned to the Freakshow. Under the name Clamor, Eve's had no trouble rallying other Freaks to her banner.



### **POWERS/ABILITIES:**

Resists: Knockup, Knockback, Fear, Stun, Sleep, Confusion, Cold

Vulnerability: Energy

Cybernetic Claw: High Lethal

Neutrino Bolt: Moderate Energy, Defense debuff, very long range

Neutron Bomb: AoE sphere moderate Energy & Defense debuff, moderate range

Radiation Infection: High Def & Accuracy debuff

Irradiate: Extreme Def debuff

Electron Haze: AoE cone moderate Energy, Knockback, & Defense debuff, moderate range

## **BILE**

**ArchVillain: Level 40-44**

Ralph Francesco was an early members of the nihilistic group that would later become the Freakshow. His experience as an army veteran made it inevitable that he'd become one the organization's top men. Because of this lofty position, Ralph was one of the first to undergo cybernetic augmentation: Henceforth, he became known only as Bile:

### **POWERS/ABILITIES:**

Resists: Knockup, Knockback, Fear, Stun, Sleep, Confusion, Cold

Vulnerability: Energy

Cybernetic Blade: Moderate Lethal

X-Ray Beam: Moderate Energy & Def debuff

Enervating Field: High Damage debuff

Neutron Bomb: AoE sphere moderate Energy & Defense debuff, moderate range

Irradiate: Minor Energy & very high Def debuff

Electron Haze: AoE cone moderate Energy, Knockback, & Defense debuff, moderate range

## **DRECK**

**ArchVillain: Level 45-54**

Born Daniel Watson, Dreck is the glue that holds the militantly independent Freakshow together. Freaks may chafe at his orders, they may laugh at his haircut, but they all respect Dreck's absolute lust for violence.

### **POWERS/ABILITIES:**

Resists: Knockup, Knockback, Fear, Stun, Sleep, Confusion, Cold

Vulnerability: Energy

Cybernetic Hammer: Moderate Smashing & Stun

Atomic Blast: Very high Energy, moderate Smashing, Hold & Def debuff

Cosmic Burst: High Energy, Stun & Def debuff

Neutron Bomb: AoE sphere moderate Energy & Defense debuff, moderate range

Irradiate: Minor Energy & very high Def debuff

Electron Haze: AoE cone moderate Energy, Knockback, & Defense debuff, moderate range

## **FREAK QUANTUM GUNNER**

**Minion: Levels 20-54**

### **POWERS/ABILITIES:**

Quantum Array Gun: Slow

Dull Pain: Self-heal

## **SHADOW FREAK**

**Minion: Levels 30-39**

The Freakshow as a group display a twisted kind of Darwinism in action. Only the strong have any privileges, and all the weak try to get stronger. Most do this by abusing Excelsior and cybernetics, but some try other methods regardless of the

danger. These Freaks have turned to Arakhn's new N-Fragment technology, granting them some small amount of Nictus power.

### **POWERS/ABILITIES:**

Shadow Bolt: Slow

Star Punch: Disorient, Slow

Dull Pain: Self-heal

## **SHADOW JUICER**

**Lieutenant: Levels 30-39**

Most Juicers are already living on a constant power-fed edge, but some seek to push it farther still. By accepting Arakhn's new N-Fragment technology, they've pushed the limits even further, mixing their endless electricity fueled rush with the alien energy of the Nictus.

### **POWERS/ABILITIES:**

Lightning Bolt: High Energy, End drain & slow recovery

Gravimetric Snare: Immobilize, Slow

Shadow Bolt: Slow

Star Punch: Disorient, Slow

Flight

Dull Pain: Self-heal

## **SHADOW TANK FREAK**

**Boss: Levels 30-39**

For some Tank Freaks, turning their bodies into nightmarish steel-jacketed engines of destruction is enough, but for others it's only the beginning. They seek out any new technology they can find to make themselves more powerful and less human. The Shadow Tank Freak has turned to Arakhn's N-Fragment technology, adding Nictus abilities to their already formidable powers.





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### POWERS/ABILITIES:

Tank Grenade: AoE sphere moderate Lethal, Smashing, & Knockback, moderate range

Resistance: Smashing, Lethal, Knockback, Disorient

Vulnerable: Energy

Black Dwarf Drain: Drain life, self heal, Slow

Black Dwarf Mire: Drain life, self heal, Slow

Black Dwarf Strike: Slow

Black Dwarf Smite: Disorient, Flight reduced, Slow

Gravitic Emanation: Disorient, Slow

Dull Pain: Self-heal

### SONIC BOMB

Minion: Levels 1-54

This sonic device could deliver quite a blast if it detonates. You'll have to destroy it first.

### POWERS/ABILITIES:

Resistance: As per inanimate objects

Sonic Bomb: Small explosion when destroyed

### BLAHPUNK

Boss: Levels 25-34

The Blahpunks' sonic implants have made them a new kind of threat. You have to wonder where they obtained the technology.

### POWERS/ABILITIES:

Disruption Field: Debuff Damage  
Resistance of all foes near target ally

Scream: Moderate DoT, debuffs  
Resistance

Sonic Siphon: Debuff Damage  
Resistance

Cybernetic Hammers: High Smashing & Stun

Hammer Clap: PBAoE sphere, Stun & Knockback

Dull Pain: Self-heal

Revive: Self-heal at brink of death with full HP

Resistance: Cold

Vulnerable: Energy

### NOISE TANKS

Boss: Levels 25-39

The Noise Tanks' sonic implants have made them a new kind of threat. You have to wonder where they obtained the technology.

### POWERS/ABILITIES:

Howl: Short range, high damage

Scream: Moderate DoT, debuffs  
Resistance

Shockwave: Moderate Lethal & Knockback

Cybernetic Blade: Moderate Lethal

Sawblade: Moderate Lethal, Knockback, moderate range

Dull Pain: Self-heal

Revive: Self-heal at brink of death with full HP

Resistance: Cold

Vulnerable: Energy

### GHOSTS

Some dimensions, for one reason or another, have been wrought with death and destruction such that nothing living endures, and only the spirits of the dead remain. It's unclear how long these eerie ghosts have floated along the desolate streets of Paragon City, or what force has held them to this world. One thing alone is clear: they seem to be angry with you.

### LOCATION(S):

Ghosts can only be found through Portals.

### TYPES:

There is essentially only one type of Ghost, though they do have three ranks: Minion, Lieutenant and Boss. They all have the same base powersets, with the higher ranks simply having more powerful attacks.

### TACTICS:

As can be logically deduced, Ghosts spend a lot of time invisible and intangible, so the same tactics that are used on Circle of Thorns Daemons need to be used here. Stun them when you can hit them to prevent them from vanishing, lock them down and kill them quickly.

### SPIRIT

Minion: Levels 40-54

### POWERS/ABILITIES:

Flight

Ghostly Blast: Moderate Neg Energy, Accuracy debuff

Moderate resists: Sleep, Fear, Immobilize

Ethereal

### APPARITION

Lieutenant: Levels 40-54

### POWERS/ABILITIES:

Flight

Ghostly Blast: Moderate Neg Energy, Accuracy debuff

Moderate resists: Sleep, Fear, Immobilize

Ethereal

Life Drain: Moderate Neg Energy, Accuracy debuff, self heal



## LOST SOUL

Boss: Levels 40-54

### POWERS/ABILITIES:

Flight

Ghostly Blast: Moderate Neg Energy,  
Accuracy debuff

Moderate resists: Sleep, Fear,  
Immobilize

Ethereal

Life Drain: Moderate Neg Energy,  
Accuracy debuff, self heal

Necroplasmic Grasp: Moderate Neg  
Energy, Immobilize

## HELLIONS

### LOCATION(S):

Atlas Park, Galaxy City, Perez Park.

### TYPES:

Minions are called Blood Brothers, and they come in all the usual armament varieties (Brawler, Slugger, Slicer, Slammer, Chopper).

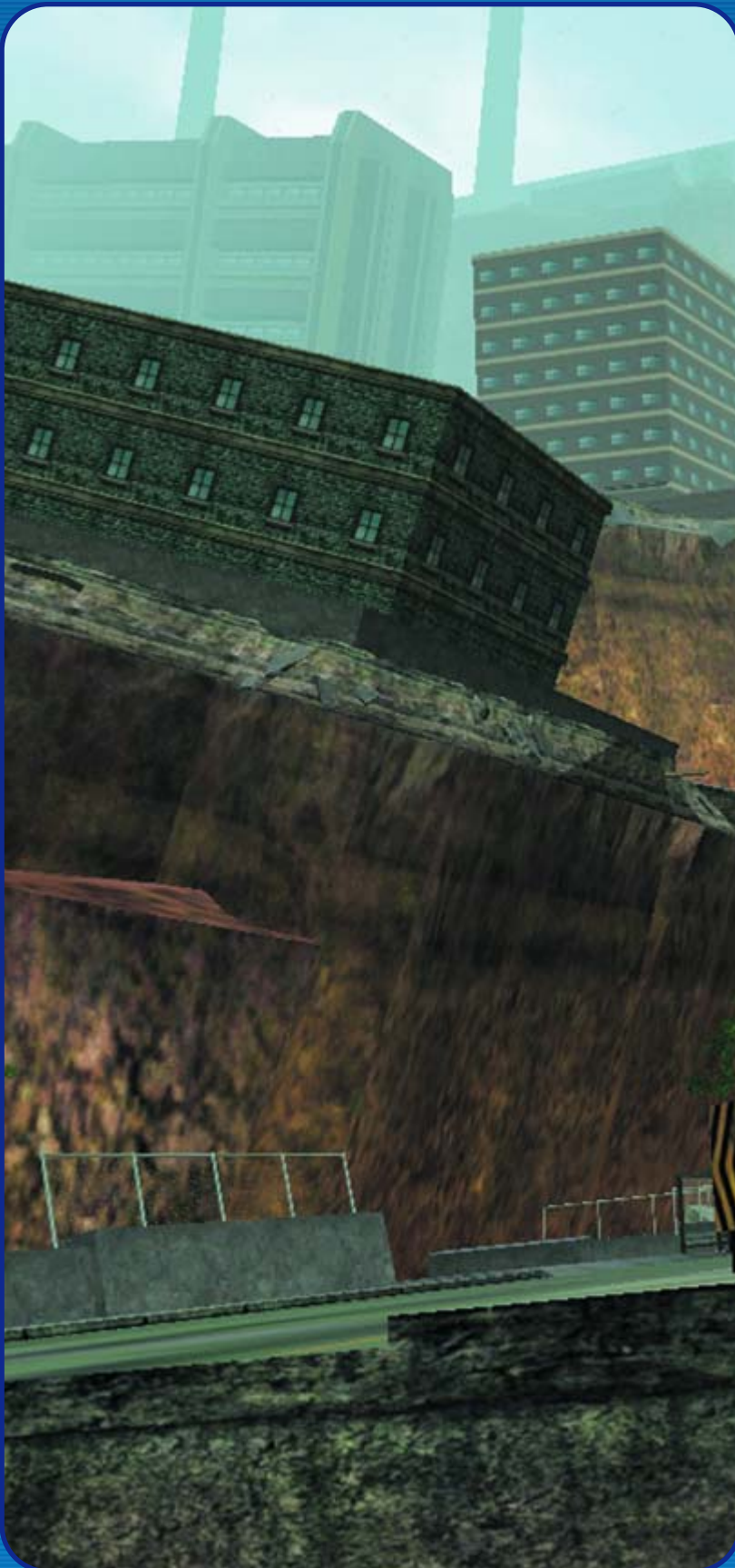
Lieutenants are called the Fallen, and they can be distinguished from minions by the fact that they use firearms — either the shotgun-using Buckshots or the Gunners, who wield an SMG.

Bosses are called The Damned (naturally), and they have quite dangerous Fire Blast Powers.

A few unique Hellion bosses appear in door missions.

### TACTICS:

Hellions pretty much exist in the game so you can learn basic street fighting tactics. Always take out the Damned first, and if you're solo try not to engage them except one-on-one, particularly if they can yellow. Follow them up by taking out any Buckshot, then Slammers (to







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avoid inconvenient Knockdowns), then Gunners and finally all other grunts.

Any time you attack a group of lieutenants and minions you'll probably get at least one or two runners. Good, let 'em run: Don't try to catch up to them until you've disposed of the whole main body. Do watch out, however, for Buckshot who only run far enough to get you within blasting range from behind.

### BLOOD BROTHERS

Minion: Levels 1-20

The Hellions have found their special edge by using the power of mystical artifacts to increase their strength and skill. Only the highest ranked gang members know where these artifacts really come from. The gang values secrecy and solidarity; only those who have undergone the initiation ritual and ceremonially cut themselves can be called Blood Brothers.

And No one likes a nice, cheery blaze better than a Hellion. They like it so much, they've managed to set an entire section of the city on fire. It's up to Paragon City's heroes to rain on their parade.

### BLOOD BROTHER BRAWLER

#### POWERS/ABILITIES:

Brawl: Moderate Smashing  
Revolver: High Lethal, short range  
Resists: Fire  
Vulnerability: Cold

### BLOOD BROTHER SLICER

#### POWERS/ABILITIES:

Knife: Moderate Lethal  
Revolver: High Lethal, short range  
Kerosene: Used for arson  
Molotov Cocktail: AoE Fire damage  
Resists: Fire  
Vulnerability: Cold

### BLOOD BROTHER SLUGGER

#### POWERS/ABILITIES:

Baseball Bat: High Smashing  
Revolver: High Lethal, short range  
Kerosene: Used for arson  
Molotov Cocktail: AoE Fire damage  
Resists: Fire  
Vulnerability: Cold

### BLOOD BROTHER SLAMMER

#### POWERS/ABILITIES:

Sledgehammer: High Smashing & Knockback  
Revolver: High Lethal, short range  
Kerosene: Used for arson  
Molotov Cocktail: AoE Fire damage  
Resists: Fire  
Vulnerability: Cold

### BLOOD BROTHER CHOPPER

#### POWERS/ABILITIES:

Fireman Axe: High Lethal & Defense debuff  
Revolver: High Lethal, short range  
Kerosene: Used for arson  
Molotov Cocktail: AoE Fire damage  
Resists: Fire  
Vulnerability: Cold

### FALLEN

Lieutenant: Levels 1-14

In the satanic worldview of the Hellions, falling is a good thing. The Fallen have proven their willingness to take on any power the gang's mystic artifacts can give them, no matter how twisted or base. The hellfire that burns within them protects them from Fire but leaves them susceptible to Cold.

### FALLEN BUCKSHOT

#### POWERS/ABILITIES:

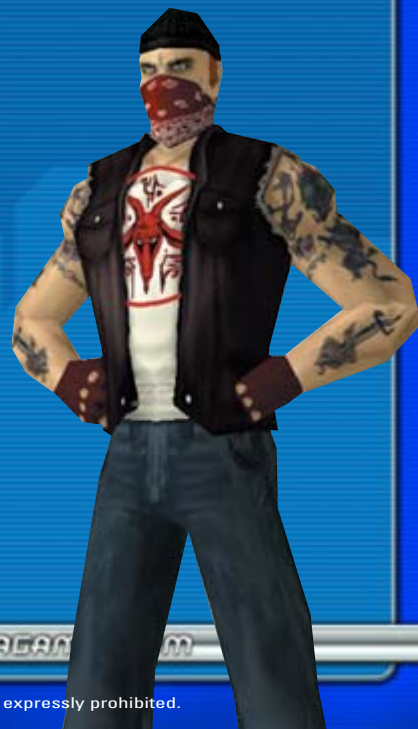
Shotgun: AoE cone moderate Lethal & Knockback, short range  
Resists: Fire  
Vulnerability: Cold

### FALLEN GUNNER

Lieutenant

#### POWERS/ABILITIES:

Submachine Gun: Minor Lethal & Defense debuff, moderate range  
Kerosene: Used for arson  
Molotov Cocktail: AoE Fire damage  
Resists: Fire  
Vulnerability: Cold





## DAMNED

**Boss: Levels 1-14**

The hellfire burns bright inside the leaders of the Hellions. So bright, in fact, that they can call it forth to incinerate their enemies. This inner fire keeps them safe from Fire damage, but leaves them quite susceptible to Cold.

The leaders of the Hellions are ready to stoke the flames of an inferno. If left to their own devices, they'd be happy to see the entire city up in flames.

### POWERS/ABILITIES:

Incinerate: Minor Fire

Scorch: Moderate Fire

Combustion: Pale sphere minor Fire

Fire Ball: AoE sphere moderate Smashing, Fire, & Knockback, moderate range

Fire Blast: Moderate Fire, moderate range

Flares: Moderate Fire, short range

Fire Breath: AoE cone moderate Fire, short range

Resists: Fire

Vulnerability: Cold

## BLOOD BROTHER QUANTUM

**Minion: Levels 1-14**

### POWERS/ABILITIES:

Quantum Array Gun: Slow

Resists: Fire

Vulnerability: Cold

## FALLEN QUANTUM

**Lieutenant: Levels 1-14**

### POWERS/ABILITIES:

Quantum Array Gun: Slow

Resists: Fire

Vulnerability: Cold

## DAMNED QUANTUM

**Boss: Levels 1-14**

### POWERS/ABILITIES:

Quantum Array Gun: Slow

Resists: Fire

Vulnerability: Cold

## HYDRA

### LOCATION(S):

The Hydra gang can be found in large concentrations in the Everett Lake section of Perez Park. They are bipedal piles of sludge that tend to congregate in groups of three to nine: Their hierarchy is broken down into Spawn minions, Protean lieutenants and the Man O' War bosses, and their level range is thirteen to fourteen. They also appear in the Sewers, at far higher levels.

The Hydra's main ranged attack is an acidic spit that has a Damage Over Time effect. Just because you manage to escape a barrage of attacks from them doesn't mean you'll live to tell about it.

While this might seem quite deadly, the Hydra do not have exceptional range to their attacks. This makes them very easy opponents for anyone who can fly or hover above the water and hit them with long ranged attacks. And because of their large concentrations in a fairly wide open area, they are very easy targets for Area of Effect attacks.

The Hydra in Perez Park make great targets for players and groups from levels 11 to 15. After that, the experience gained tends to taper off enough that you should considering finding new hunting grounds.

There's just one final word of caution about hunting the Hydra ... and that's beware of the Kraken, the Hydra Monster that lurks in Everett Lake.

**Villains researched by Skoriksis**

## TENTACLE

**Minion: Levels 35-40**

For years, rumors have persisted about a giant monster living in the depths of the sewers. This strange tentacle stretches down into the mulch. Who knows what it's connected to?

### POWERS/ABILITIES:

Tentacle Smash: High Smashing  
or

Tentacle Spray: Moderate special

Resists: Knockup, Knockback, teleport, Repel, fly, Fear

Vulnerability: Lethal, Negative Energy

Split: Defeated large Tentacles split into two small ones

## SPAWN

**Minion: Levels 1-54**

These formless creatures appear to be controlled by some other entity. Studies of their remains have revealed that they lack any sort of brain. Nevertheless, their actions demonstrate a fearsome cunning and a total hatred of mankind.

### POWERS/ABILITIES:

Pummel: High Smashing

Spit: Moderate special

Resists: Smashing

Vulnerability: Lethal





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### PROTEAN

Lieutenant: Levels 1-54

Some of the creatures found in the sewers are endowed with greater power than their fellows. They don't, however, seem to have any control over the weaker spawn: One thing has been shown; the genetic material of these creatures is unlike anything on this planet.

#### POWERS/ABILITIES:

Pummel: High Smashing  
Spit: Moderate special  
Resists: Smashing  
Vulnerability: Lethal

### MAN O' WAR

Boss: Levels 1-54

The Men O' War are the strongest of the strange amoeba-like men that dwell within the sewers. Recently, scientists examined some DNA from a captured Man O' War. Strangely, it contained the genetic code of viruses and plants that are common on Earth.

#### POWERS/ABILITIES:

Pummel: High Smashing  
Spit: Moderate special  
Resists: Smashing  
Vulnerability: Lethal

### KRAKEN

Monster

The Kraken appears to be a mutation of the strange Hydra Spawn that live in the sewers. For unknown reasons, it stalks the streets of Perez Park. The Kraken is quite powerful and can destroy full teams of Heroes without effort.

#### POWERS/ABILITIES:

Foot Stomp: Moderate Smashing & Knockback  
Pummel: High Smashing  
Spit: Moderate special  
Resists: Smashing  
Vulnerability: Lethal

### HYDRA

ArchVillain: Level 1-54

The alien Rikti created the Hydra to guard their secret bases beneath the city. It seems programmed to attack anything that isn't Rikti. Heroes must stop this creature from growing any larger and threatening the city as a whole.

#### POWERS/ABILITIES:

Will Domination: High Psionic & Sleep  
Subdue: High Psionic, moderate Immobilize & Smashing  
Psionic Tornado: Minor Psionic, Knockup, slow recharge time  
Reinforcements: Rikti appear when Hydra is at half-health and near death  
Force Field: Protection vs. Rikti Particle Beam  
Resistance: Knockback, Sleep, Hold, Disorient, Fear, Confuse, Teleport, Psionic, all damage; can only be defeated with Rikti Beam Cannon



### FORCE FIELD GENERATOR POD

Pet: Level 42

This generator seems to serve two purposes. It not only keeps the Hydra safe from all attacks, but also appears to keep the fearsome creature under Rikti control.

#### POWERS/ABILITIES:

Self Repair: Rikti teleport in to repair destroyed pods  
Resistance: Knockback, Levitate, Repel, Teleport, Fear, all damage

### IGNEOUS

#### PUMICITES

The Pumicites may look ponderous and stupid, but get too close and you'll see why the police prefer to take on the Trolls. The creatures' porous stone bodies make them surprisingly quick and agile fighters, and their skin is hard and abrasive, like that of a shark. More than one hero has come to regret closing ranks with a Pumicite, and their ability to rip boulders from the ground and hurl them at enemies makes them deadly even at a distance.

### PUMICITE MINION

Minion: Levels 5-15

#### POWERS/ABILITIES:

Hurl Boulder: High Smashing & Knockback, moderate range  
Stone Claw: Lethal, Fast  
Poison Gas: Toxic DoT  
Resistance: Igneous resistance



## ELDER PUMICITE

Lieutenant: Levels 5-15

### POWERS/ABILITIES:

Hurl Boulder: High Smashing & Knockback, moderate range  
 Stone Claw: Lethal, Fast  
 Poison Gas: Toxic DoT  
 Resistance: Igneous resistance  
 Gravel: Cone AoE

## PUMICITE LORD

Boss: Levels 5-15

### POWERS/ABILITIES:

Hurl Boulder: High Smashing & Knockback, moderate range  
 Stone Claw: Lethal, Fast  
 Poison Gas: Toxic DoT  
 Resistance: Igneous resistance  
 Gravel: Cone AoE

## MAGMITES

The heat of the Earth flows through the bodies of these minions of Igneous. Beneath a thin rock shell, their bodies are composed entirely of liquid magma. Their fiery breath can roast an unwary hero in no time flat, and if necessary they can expel gouts of magma to finish the job.

## MAGMITE MINION

Minion: Levels 5-15

### POWERS/ABILITIES:

Magma Smash: Fire DoT  
 Fiery Aura: Fire damage within AoE  
 Fire Breath: Fire DoT  
 Lava Blast: Fire DoT  
 Resistance: Igneous resistance

## ELDER MAGMITE

Lieutenant: Levels 5-15

### POWERS/ABILITIES:

Magma Smash: Fire DoT  
 Fiery Aura: Fire damage within AoE  
 Fire Breath: Fire DoT  
 Lava Blast: Fire DoT  
 Resistance: Igneous resistance  
 Ryolite: Hold, Fire DoT  
 Basalt Bomb: Fire DoT

## MAGMITE LORD

Lieutenant: Levels 5-15

### POWERS/ABILITIES:

Magma Smash: Fire DoT  
 Fiery Aura: Fire damage within AoE  
 Fire Breath: Fire DoT  
 Lava Blast: Fire DoT  
 Resistance: Igneous resistance  
 Ryolite: Hold, Fire DoT  
 Basalt Bomb: Fire DoT

## KOAGO

Archvillain: Levels 5-15

This massive Pumicite guards the way to Sam Wincott.

### POWERS/ABILITIES:

Hurl Boulder: High Smashing & Knockback, moderate range  
 Stone Claw: Lethal, Fast  
 Fault: AoE sphere Knockup & Stun, short range  
 Gravel: Cone AoE  
 Poison Gas: Toxic DoT  
 Resistance: Igneous resistance

## INFERNAL & HENCHMEN

### INFERNAL

ArchVillain: Levels 48-54

On Praetorian Earth, Infernal never had Numina's guidance to temper his drive to control more and more demons. When he first arrived on Praetorian Earth, Diabolique encouraged him to bind more and more demons into his armor until they corrupted his spirit: With the darkness came power, and soon Infernal had become stronger than his guide. He is extremely power-hungry and is happy to cross over to Primal Earth, where there may be more demons for him to use.

### POWERS/ABILITIES:

High Defenses: All  
 Moderate Resist: Fire  
 Vulnerability: Cold  
 Fire Aura: Minor Fire  
 Gash: Moderate Lethal, Fire & Knockback  
 Chop: High Smashing, moderate Fire & Knockback  
 Beheader: Very high Smashing, moderate Fire & Knockback  
 Pendulum: High Lethal, moderate Fire & Knockback  
 Whirling Axe: Moderate Lethal, Fire & Knockback  
 Flares: Moderate Fire  
 Fire Breath: Moderate Fire  
 Fire Blast: Moderate Fire  
 Fire Ball: Moderate Fire, minor Smashing





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## DEMON (MINION), DEMON LORD (LT.)

Levels 1-54

These vicious creatures serve Infernal only because he forces them to. By subverting their will through the use of ancient mystic rituals, he creates permanent servants. If his control begins to wane over a particular demon, he performs another ceremony and binds it permanently into his weapons or armor to increase their strength.

### POWERS/ABILITIES:

Fire Smash: Moderate Smashing,  
Knockback & Fire

Fire Sword: Moderate Lethal, high Fire

Scorch: Moderate Fire

Flares: Moderate Fire

Super Leap

Invincibility: High defense to all but  
Psionic

Minor Resist: Fire

Vulnerability: Cold

## DEMON OVERLORD

Boss: Levels 1-54

Occasionally Infernal is able to find a more powerful demon to subjugate. It takes a much greater effort to control them so he cannot use them as frequently, but he still has a significant number under his sway. One of the greatest dangers Infernal faces is losing control of one of his Demon Lords.

### POWERS/ABILITIES:

Fire Ball: Moderate Fire & Smashing,  
moderate range

Fire Blast: Moderate Fire

Healing Flames: Self Heal

Flares: Moderate Fire

Fire Sword: Moderate Lethal, high Fire

Fire Breath: Moderate Fire

Swipe: High Lethal, moderate  
Knockback & Fire

Minor Resist: Fire

Vulnerability: Cold

## KNIVES OF ARTEMIS

### MERCENARY

Minion: Levels 41-54

The Knives of Artemis are one of the deadliest groups of mercenary combatants in the world. It is rumored that they number no more than 100, but no one is certain. They are highly skilled with all weapons, but the crossbow is their signature.

### POWERS/ABILITIES:

Cloaking Device

Hack: Moderate Lethal, Def debuff

Slash: Moderate Lethal, Def debuff

Slice: Moderate Lethal, Def debuff

Shuriken: Moderate Lethal

Caltrops: Slow, Lethal DoT

Sleep Dart: Minor Lethal, moderate  
Sleep

## BLADE OF ARTEMIS

Lieutenant: Levels 41-54

The intensive training that the Knives of Artemis go through does not completely explain their deadliness: Promotion in their ranks is through rites of combat known only to their inner circles. It is said, however, that if you challenge you either move up ... or you perish.

### POWERS/ABILITIES:

Cloaking Device

Hack: Moderate Lethal, Def debuff

Slash: Moderate Lethal, Def debuff

Slice: Moderate Lethal, Def debuff

Shuriken: Moderate Lethal

Caltrops: Slow, Lethal DoT

Sleep Dart: Minor Lethal, moderate  
Sleep

Disembowel: High Lethal, Knockup,  
Def debuff

Poison Dart: Minor Lethal, slow regen-  
eration, Sleep

Web Grenade: Moderate Immobilize,  
Slow

## HAND OF ARTEMIS

Boss: Levels 41-54

The highest ranks in the Knives of Artemis are small in number. In addition to being deadly combatants, they must adhere to and foster a strict code of honor. Some consider honor among mercenaries hypocrisy of the highest order, they just don't say so in front of any Knives.

### POWERS/ABILITIES:

Cloaking Device

Hack: Moderate Lethal, Def debuff

Slash: Moderate Lethal, Def debuff

Slice: Moderate Lethal, Def debuff

Shuriken: Moderate Lethal

Caltrops: Slow, Lethal DoT

Sleep Dart: Minor Lethal, moderate  
Sleep

Stun Grenades: Minor Energy,  
moderate Stun

Whirling Sword: High Lethal

Exploding Shuriken: Moderate Lethal

Head Splitter: Very high Lethal

Paralytic Dart: Minor Lethal, moderate  
Hold



## MERCENARY QUANTUM

Minion: Levels 41-54

### POWERS/ABILITIES:

Cloaking Device  
Quantum Array Gun: Slow

## BLADE OF ARTEMIS QUANTUM

Minion: Levels 41-54

### POWERS/ABILITIES:

Cloaking Device  
Quantum Array Gun: Slow

## HAND OF ARTEMIS QUANTUM

Minion: Levels 41-54

### POWERS/ABILITIES:

Cloaking Device  
Quantum Array Gun: Slow

## MALAISE & HENCHMEN

### MALAISE

Archvillain: Levels 30-37, 48-50

On Praetorian Earth, the villain Malaise was never counseled by Sister Psyche: Instead, he was a "patient" at one of Mother Mayhem's facilities. With the ability to control his madness and inflict it on others, he quickly rose to a position as her favorite.

### POWERS/ABILITIES:

Moderate Resists: All  
Mesmerize: Moderate Psionic & Sleep  
Mass Hypnosis: Moderate Psionic & Sleep  
Dominate: Moderate Psionic & Hold  
Total Domination: Moderate Psionic & Immobilize

## CRAZIES

Minion: Levels 45-54

Malaise has the mutation ability to project his insanity into the minds of others. He has slowly adapted to his altered version of reality but the instantaneous placement of his skewed view upon others drives them mad.

## CRAZY SLICER

### POWERS/ABILITIES:

Moderate Resist: Psionic  
Knife: Moderate Lethal  
Submachine Gun: Moderate Lethal & Def debuff

## CRAZY CHOPPER

### POWERS/ABILITIES:

Moderate Resist: Psionic  
Axe: Moderate Lethal & Def debuff  
Submachine Gun: Moderate Lethal & Def debuff

## LUNATIC SLUGGER

Lieutenant: Levels 45-54

Most of the people affected by Malaise never recover: They certainly don't without help. No one has been able to detect a pattern in those he infects, but once they enter the world that exists in his mind they are never the same.

### POWERS/ABILITIES:

Moderate Resist: Psionic  
Bat: Moderate Smashing  
Submachine Gun: Moderate Lethal & Def debuff

## MANIAC SLAMMER

Boss: Levels 45-54

Some of those affected by Malaise's insidious powers attain some modicum of control again. They also see the world the way he sees it. These poor creatures become his most trusted servants. Some believe that if enough of them are created, the world might turn into the topsy-turvy madhouse that Malaise sees everyday.

### POWERS/ABILITIES:

Moderate Resist: Psionic  
Sledge: Moderate Smashing & Knockback  
Shotgun: Moderate Lethal & Knockback

## CRAZY QUANTUM

Minion: Levels 45-54

### POWERS/ABILITIES:

Quantum Array Gun: Slow  
Moderate Resist: Psionic

## LUNATIC QUANTUM

Minion: Levels 45-54

### POWERS/ABILITIES:

Quantum Array Gun: Slow  
Moderate Resist: Psionic

## MANIAC QUANTUM

Minion: Levels 45-54

### POWERS/ABILITIES:

Quantum Array Gun: Slow  
Moderate Resist: Psionic





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## THE MALTA GROUP

### LOCATION(S):

The Malta Group can be found on Peregrine Island, though missions may pop up in any zone.

### TYPES:

There are 5 basic types of Malta Units: support, sappers, gunmen, mercenaries and titans.

Support units are the bulk of the forces and use a variety of powers from the Assault and Gadget pools. They are very fond of using caltrops and web grenades in coordination, and will drop multiples of each upon heroes to lock them down and keep them immobile. They also will drop an Auto Turret if given the chance, in much the same way the Sky Raider Engineers drop shield projectors; however, they can be interrupted before they completed it.

Sappers are, quite frankly, the single most annoying enemy in the game, and will be the bane of all support classes if not properly managed. Their primary attack is an Endurance drain that, in a single hit, can remove 100% of the target Hero's Endurance. They also have smaller Endurance drain attacks, as well as Stuns and Holds, and they also fly. They are never alone and always accompany other, more damaging units, which is good for them because their own personal attacks are not very powerful.

Gunmen are bosses of the support units. They wear cowboy hats and use a pair of six-shooters that have far more than six shots in them. They cycle through a number of different types of

ammo, are very damage resistant, and hit quite hard, but otherwise are a relatively straightforward opponent with few surprises.

Malta's mercenaries are the Knives of Artemis, a group of women who use the Gadgets powerset combined with their crossbows. Their typical approach is to turn invisible and cover the Hero with web grenades and caltrops, then pick them off from a distance with their toxin-laden crossbow bolts. Very, very annoying for tankers and scrappers who lack ranged powers, as they will stack the web and caltrops 3-4 deep on you such that you aren't running, flying or jumping away.

The cornerstone of the Malta Group are their titans, massive mechanized death-machines that are nothing short of walking weapons platforms. Greatly resistant to most forms of damage, loaded with hitpoints, and capable of dishing out damage in large portions, these are a dominant presence on any battlefield. And, as if that's not enough, if there are two or more Hercules Titans in the encounter, they may opt to merge together when damaged, creating a single, much more powerful Zeus unit that is greater than the sum of its parts. Fighting one of these things can quickly become a battle of epic proportions.

### TACTICS:

Three words. kill the sappers. Let us repeat that ... Kill. The Sappers. We cannot stress this enough, as an un-engaged sapper can quickly reduce any Hero to a useless spectator in the melee, face down on the pavement. It doesn't matter if there are 11 titans and 14 gunmen in the melee, a single sapper can systematically unravel the best

tactics in no time.

Once the sappers are out, it's a toss-up between the titans and gunmen over the support and mercenaries, and the tactics become relatively straightforward. If your group is only minimally inconvenienced by the caltrops and webbing, then focus on the larger mobs because they're the damage dealers, then mop the rest up afterwards.

### TACTICAL OPERATIVE

Minion: Levels 41-54

These are the backbone of the military presence of the Malta Group. The Tac Ops cells are trained to operate independently and are almost never aware of each others' activity. Machine guns, grenades of varying kinds and other modern weaponry are their stock in trade.

### POWERS/ABILITIES:

Resists: Minor Smashing & Lethal

Brawl: Moderate Smashing

Taser: Minor Energy, moderate Stun

Adv Assault Rifle: Moderate Lethal & Def debuff

Frag Grenade: Minor Smashing, Lethal & Knockback

Web Grenade: Moderate Immobilize & Slow

### OPERATION OFFICER

Lieutenant: Levels 41-54

These are the backbone of the military presence of the Malta Group. The Tac Ops cells are trained to operate independently and are almost never aware of each others' activity. Machine guns, grenades of varying kinds and other modern weaponry are their stock in trade.



### **POWERS/ABILITIES:**

Resists: Minor Smashing & Lethal  
 Brawl: Moderate Smashing  
 Taser: Minor Energy, moderate Stun  
 Adv Assault Rifle: Moderate Lethal & Def debuff  
 Frag Grenade: Minor Smashing, Lethal & Knockback  
 Stun Grenades: Minor Energy & Stun

## **TAC OPS COMMANDER**

**Boss: Levels 41-54**

The Tac Ops Commanders are the only members of their cell to have any contact with the upper echelons of the Malta group. Secrecy and maintaining their cover identity is the primary directive for these agents.

### **POWERS/ABILITIES:**

Resists: Minor Smashing & Lethal  
 Brawl: Moderate Smashing  
 Taser: Minor Energy, moderate Stun  
 Adv Assault Rifle: Moderate Lethal & Def debuff  
 Frag Grenade: Minor Smashing, Lethal & Knockback  
 Stun Grenades: Minor Energy & Stun

## **OPERATION ENGINEER**

**Minion: Levels 41-54**

The Engineers of the Tac Ops cells are masters of technology. They maintain and repair all the equipment used by their comrades. In addition to these responsibilities, Engineers are known to drop turrets in the field, turning every battle with their cell into a killing field.

### **POWERS/ABILITIES:**

Resists: Minor Smashing & Lethal  
 Brawl: Moderate Smashing  
 Taser: Minor Energy, moderate Stun  
 Adv Assault Rifle: Moderate Lethal & Def debuff  
 Frag Grenade: Minor Smashing, Lethal & Knockback  
 Auto Turret

## **SAPPER**

**Minion: Levels 41-54**

It has not yet been fully determined how the Bio-Energy Feedback Inducer utilized by the Malta Sappers works, but it certainly does so efficiently. It is clear this weapon was designed specifically for hunting down and neutralizing super-powered beings of all sorts. Heroes in combat with them should be very wary.

### **POWERS/ABILITIES:**

Resists: Minor Smashing, Lethal & Energy  
 Sapper: Complete End drain  
 Sapp Stick: Minor Energy, high Hold, complete End drain  
 Flight

## **GUNSLINGER**

**Lieutenant: Levels 41-54**

Some of the most deadly operatives in the Malta Group have been given the nickname Gunslingers. This name came into common usage not only because the agents use firearms, but because they also tend to have the same kind of cocky attitude and cowboy mentality that one associates with gunslingers in the Old West.

### **POWERS/ABILITIES:**

Resists: Minor, all but Psionic  
 Hollow Round: Moderate Smashing & Lethal  
 Incendiary Round: Moderate Lethal & Fire  
 Explosive Tip: Moderate Smashing, Lethal & Knockback  
 Rapid Fire: Moderate Smashing & Lethal  
 Liquid Nitrogen Round: Cold, Hold

## **GUNSLINGER (BOSS)**

**Boss: Levels 41-54**

Any Gunslinger might be able to take down a super-powered being, especially the experienced ones. Their mastery of the deadly weaponry and technology given to them by the Malta Group is complete. They complete the tasks assigned to them, taking pleasure in violence, especially when they get the chance to take down some heroes in the process.

### **POWERS/ABILITIES:**

Resists: Minor, all but Psionic  
 Hollow Round: Moderate Smashing & Lethal  
 Incendiary Round: Moderate Lethal & Fire  
 Explosive Tip: Moderate Smashing, Lethal & Knockback  
 Liquid Nitrogen Round: Cold, Hold  
 Rapid Fire: Moderate Smashing & Lethal  
 Narcotic Dart: Moderate Lethal, slow regeneration, moderate Sleep  
 Teleport

## **HERCULES CLASS TITAN**

**Lieutenant: Levels 41-54**

The Hercules class is the smallest Titan unit employed by Malta. It is believed that the technology





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used to create them came to this covert villain group sometime during or just after the fall of the Soviet Union. It has not yet been determined if the Titans are simply robots, or something more. Their offensive capabilities are many and varied.

### POWERS/ABILITIES:

Immune: Fear, Sleep

High resists: Psionic, Cold, Knockback/up

Moderate resist: all others

Merge: Join other units to become more powerful unit

Pummel: High Smashing & Knockback

Plasma Blast: Moderate Energy & Knockback

Swarm Missile: Moderate Lethal & Knockback

Incendiary Swarm Missiles: Moderate Lethal & Knockback

Gas Swarm Missiles: Minor Lethal

## ZEUS CLASS TITAN

**Boss: Levels 41-54**

The middle class of Titans utilized by the Malta Group are even more deadly than their smaller brothers. This stands to reason since they are two Hercules class units combined into one deadly enemy. They are equipped with the standard fragmentation, incendiary and gas missiles. In addition, the Zeus units' combined plasma generators are extremely potent, firing multiple blasts simultaneously.

### POWERS/ABILITIES:

Immune: Fear, Sleep

High resists: Psionic, Cold, Knockback/up

Moderate resist: all others

Jump Jets: Super Leap

Pummel: High Smashing & Knockback

Plasma Blast: Moderate Energy & Knockback

Quad Plasma Blast: High Energy, Knockback & slow regeneration

Swarm Missile: Moderate Lethal & Knockback

Incendiary Swarm Missiles: Moderate Lethal & Knockback

Gas Swarm Missiles: Minor Lethal

## KRONOS CLASS TITAN

**Monster**

The mammoth Kronos Class Titans are the pinnacle of the Titan project. Fortunately, they are prohibitively expensive to manufacture. If the Malta Group can find a cost-effective way of manufacturing these monsters, their terror will be felt around the globe.

### POWERS/ABILITIES:

Immune: Fear, Sleep

High resists: All

Foot Stomp: Moderate Smashing & Knockback

Plasma Blast: Moderate Energy & Knockback

Quad Plasma Blast: High Energy, Knockback & slow regeneration

Swarm Missile: Moderate Lethal & Knockback

Incendiary Swarm Missiles: Moderate Lethal & Knockback

Gas Swarm Missiles: Minor Lethal

## TACTICAL OPERATIVE QUANTUM

**Minion: Level 41-54**

### POWERS/ABILITIES:

Resists: Minor Smashing & Lethal

Quantum Array Gun: Slow

## OPERATION OFFICER QUANTUM

**Minion: Level 41-54**

### POWERS/ABILITIES:

Resists: Minor Smashing & Lethal

Quantum Array Gun: Slow

## TAC OPS COMMANDERS QUANTUM

**Minion: Level 41-54**

### POWERS/ABILITIES:

Resists: Minor Smashing & Lethal

Quantum Array Gun: Slow

## MARAUDER & HENCHMEN

### MARAUDER

**ArchVillain : Levels 48-54**

Bred for battle, Marauder loves nothing more than fighting and destroying his enemies. Most perceive that he serves Tyrant like a vicious dog, but he only follows the leader of the Praetorians for the slaughter.

### POWERS/ABILITIES:

Moderate Resist: All but Psionic

Vulnerability: Psionic

Punch: Moderate Smashing & Knockback

Haymaker: Moderate Smashing & Knockback

Temp Invulnerability: Very high resist to Smashing & Lethal

Hand Clap: High Stun & Knockback

Foot Stomp: Moderate Smashing & Knockback

Hurl: Moderate Smashing & Knockback

Unstoppable: Very High resists to all but Psionic



## RAMPAGER

Minion: Levels 45-54

Marauder recruits only the most hungry and violent men into his ranks. He trains them hard enough to either turn them into rock or kill them. Those who graduate from this regimen are disciplined and deadly.

### POWERS/ABILITIES:

Thunder Kick: Moderate Smashing & Stun

Crane Kick: High Smashing & Knockback

Crippling Axe Kick: Moderate Smashing, Slow & Immobilize

Eagles Claw: High Smashing, moderate Lethal & Stun

Assault Rifle: Moderate Lethal & Def debuff

## WRECKER

Lieutenant: Levels 45-54

Marauder is extremely adept at spotting leadership potential and tactical aptitude. When he sees these qualities in his men, he gives them the chance to lead small groups and operations as a test. There is only one price for failure.

### POWERS/ABILITIES:

Thunder Kick: Moderate Smashing & Stun

Crane Kick: High Smashing & Knockback

Crippling Axe Kick: Moderate Smashing, Slow & Immobilize

Eagles Claw: High Smashing, moderate Lethal & Stun

Assault Rifle: Moderate Lethal & Def debuff

## DESTROYER

Boss: Levels 45-50

If a Wrecker shows a high success rate, Marauder gives him one final test: pick a Destroyer and defeat him in single combat. The fight is to the death. If the Wrecker wins, he has a new title and greater responsibilities: This test is typical of the Darwinian approach that Marauder is committed to.

### POWERS/ABILITIES:

Thunder Kick: Moderate Smashing & Stun

Crane Kick: High Smashing & Knockback

Crippling Axe Kick: Moderate Smashing, Slow & Immobilize

Eagles Claw: High Smashing, moderate Lethal & Stun

Assault Rifle: Moderate Lethal & Def debuff

## RAMPAGER QUANTUM

Minion: Levels 45-54

### POWERS/ABILITIES:

Quantum Array Gun: Slow

## WRECKER QUANTUM

Minion: Levels 45-54

### POWERS/ABILITIES:

Quantum Array Gun: Slow

## DESTROYER QUANTUM

Minion: Levels 45-54

### POWERS/ABILITIES:

Quantum Array Gun: Slow

## MOTHER MAYHEM & HENCHMEN

### MOTHER MAYHEM

ArchVillain: Levels 48-54

This twisted psion is Tyrant's closest advisor and possibly his biggest threat as well. She is organized and has large numbers of minions she has driven to her particular brand of insanity in her special asylums.

### POWERS/ABILITIES:

Moderate Resist: All

Flight

Mental Blast: Moderate Psionic & Slow

Telekinetic Blast: Moderate Smashing, Psionic & Knockback

Subdue: High Psionic & Immobilize

Will Domination: High Psionic & Sleep

Psychic Scream: Moderate Psionic & Slow

Psionic Tornado: Minor Psionic, Knockup & Slow

## CHILD OF ANGER

Minion: Levels 45-54

Mother Mayhem places promising patients in her special facilities and then stimulates their rage centers until they are primed killers. She then overlays clear commands directly into their minds and turns them loose. They can't be bargained with, they can't be reasoned with and they absolutely will not stop ... ever.

### POWERS/ABILITIES:

Mental Blast: Moderate Psionic & Slow

Subdue: High Psionic & Immobilize

Telekinetic Blast: Moderate Smashing, Psionic & Knockback

Moderate Resist: Psionic





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## CHILD OF RAGE

Lieutenant: Levels 45-54

Mother Mayhem continues to prod her minions, pushing them farther and farther down a very particular path of madness. Once they are to this level they no longer feel pity, or remorse, or fear ... only rage.

### POWERS/ABILITIES:

Mental Blast: Moderate Psionic & Slow  
Subdue: High Psionic & Immobilize  
Telekinetic Blast: Moderate Smashing, Psionic & Knockback  
Moderate Resist: Psionic

## CHILD OF HATRED

Boss: Levels 45-54

At this point Mother Mayhem has pushed her "children" to the point that they can feel nothing but hatred for everything around them. They simply want everything around them to die.

### POWERS/ABILITIES:

Mental Blast: Moderate Psionic & Slow  
Subdue: High Psionic & Immobilize  
Telekinetic Blast: Moderate Smashing, Psionic & Knockback  
Moderate Resist: Psionic

## CHILD OF ANGER QUANTUM

Minion: Levels 45-54

### POWERS/ABILITIES:

Quantum Array Gun: Slow  
Moderate Resist: Psionic

## CHILD OF RAGE QUANTUM

Minion: Levels 45-54

### POWERS/ABILITIES:

Quantum Array Gun: Slow  
Moderate Resist: Psionic

## CHILD OF HATRED QUANTUM

Minion: Levels 45-54

### POWERS/ABILITIES:

Quantum Array Gun: Slow  
Moderate Resist: Psionic

## NEMESIS & HENCHMEN

### LOCATION(S):

Founders' Falls, Crey's Folly and Eden.

### TYPES:

There are four types of Nemesis you will face: Soldiers, Support, Elite and Jaeger. Each type comes with its own medic role, labeled a surgeon.

Soldiers (Chasseur, Armiger, & Lance) are just that, grunts: line soldiers who do most of the fighting. They use assault rifles with axe-bayonets and do Fire damage at range and Lethal in melee. Surgeons at this rank do single-target healing.

Support ranks (Carabineir, Fusilier, and Grenadier) are filled with heavy-weapon specialists who use heavy machine guns, assault rifles and cluster cannons, capable of doing massive amounts of Fire and Lethal damage at range. Nemesis Snipers fall into this category and are frequently distanced from the group, on a nearby rooftop,

providing covering fire with deadly accuracy: The Surgeons in this rank have an area-of-effect heal.

The Elite ranks (Cuirasseur, Hussar, Dragoon) are enhanced Support ranks. They are very resistant to Lethal and Smashing damage, move very quickly, have faster attack rates, and do massive amounts of damage at range and in melee. The Dragoons use no weapons as they project blasts of Energy from their hands and fly: The Surgeons here not only do area-of-effect heal, but also have an area-of-effect Fortitude that significantly increases the entire group's defensive and offensive capabilities.

### TACTICS:

When engaging any group of Nemesis, it is imperative to properly identify every single target in the group, including scanning the rooftops for Snipers. Wading into a group of Nemesis is an extremely deadly proposition, as the initial volley on the Hero that draws aggro can be in multiples of thousands of hit points in damage taunting, pulling and crowd control must be used. Surgeons should be removed first, then the group should be attacked from the top down, so Lance over Armiger, Fusilier over Carabineir, etc. No villain faction is capable of delivering more damage, in a short time, as a group, than Nemesis. Groups that exercise poor crowd control vs: Nemesis will soon be making a team visit to the hospital.

## LANCER

Minion: Levels 30-41

Although Nemesis likes to dress his soldiers in 19th century style,



their weaponry is decidedly modern. Most infantrymen attach their bayonets to special assault rifles that outperform all modern equivalents.

#### **POWERS/ABILITIES:**

Bayonet: High Lethal

Nemesis Rifle: Moderate Lethal, moderate range

Resists: Fear, Confusion

### **LANCER SURGEON**

**Minion: Levels 30-41**

The Battle Surgeons are charged with the vital duty of getting wounded soldiers back into the fight as quickly as possible. Most Nemesis officers frown upon those who refuse to fight again; courage in the face of danger is highly valued in the Nemesis army ranks.

#### **POWERS/ABILITIES:**

Bayonet: High Lethal

Nemesis Rifle: Moderate Lethal, moderate range

Triage: Heal other + resists to Stun, Hold, Sleep, Immobilize, Confusion, & Fear

Resists: Fear, Confusion

### **GRENADIER**

**Minion: Levels 30-38**

The Nemesis army's main support weapon is the storm rifle, a long barreled weapon with a bayonet affixed to the end. It fires compact shells that carry a tremendous punch, exploding with the force of a heavy grenade or rocket shell.

#### **POWERS/ABILITIES:**

Bayonet: High Lethal

Storm Rifle: AoE sphere minor Smashing, Lethal, & Knockback

Resists: Fear, Confusion

### **COLONEL COMET**

**Sniper: Levels 30-54**

**Sniper: Levels 30-50**

At first glance, the Nemesis lance looks much like the spear from which it takes its name. Though it can be used as a spear, it's also a very powerful, accurate rifle. The Nemesis lance fires explosive rounds over long distances and requires great skill to use effectively.

#### **POWERS/ABILITIES:**

Lance: Moderate Lethal

Lance Rifle: AoE sphere moderate Fire, Lethal, & Knockback, long range

Vengeance: PBAoE on death, ally buff

Resists: Fear, Confusion

### **COLONEL**

**Lieutenant: Levels 28-54**

Nemesis' officers are some of the best trained soldiers in the world, and they show amazing discipline and devotion to their master. They're armed with the Nemesis lance, a long rifle that can also operate effectively as a spear. Their skill with this weapon makes them deadly at any distance.

#### **POWERS/ABILITIES:**

Lance: Moderate Lethal

Lance Rifle: AoE sphere moderate Fire, Lethal, & Knockback, long range

Vengeance: PBAoE sphere on death, ally buff

Resists: Fear, Confusion

### **DRAGON**

**Minion: Levels 42-54**

The elite troops of Nemesis' army have tremendous discipline and skill that allows them to stand fast in the face of danger. They carry a deadly weapon that melds a scorching flamethrower with a powerful Gatling gun, giving them all the firepower they need for any foe.

#### **POWERS/ABILITIES:**

Gatling Gun: Minor Lethal, moderate range

Flamethrower: AoE cone minor Fire, short range

Resists: Fear, Confusion

### **COLONEL TIRAILLEUR**

**Sniper: Levels 33-54**

The main support weapon is the storm rifle, a long barreled weapon with a bayonet affixed to the end. This seemingly simple weapon is actually quite versatile.







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The Tirailleurs have modified their weapons to fire poison gas grenades.

### POWERS/ABILITIES:

Bayonet: High Lethal  
Storm Rifle: AoE sphere minor Smashing, Lethal, & Knockback  
Gas Grenade: Create gas cloud  
Resists: Fear, Confusion

## JAEGER

Minion: Levels 39-54

Jaegers take their name from the German word for 'hunter'. They're some of the strangest and most advanced combat robots to ever stalk the streets of Paragon City. Nemesis seems to have a limitless supply of these steam-powered killers, each armed with powerful ranged or melee weaponry.

### POWERS/ABILITIES:

Jaeger Gun: Minor Lethal, moderate range  
Jaeger Mace: Moderate Smashing & Stun  
Explode: PB AoE sphere moderate Lethal, Fire, & Knockback  
Resists: Sleep, Confusion, Fear, Stun, Psionic

## GEWEHR JAEGER

Minion: Levels 41-54

### POWERS/ABILITIES:

Jaeger Gun: Minor Lethal, moderate range  
Jaeger Mace: Moderate Smashing & Stun  
Jaeger Saw: Minor Lethal  
Explode: PB AoE sphere moderate Lethal, Fire, & Knockback  
Resists: Sleep, Confusion, Fear, Stun, Psionic

## WERFER JAEGER

Minion: Levels 43-54

### POWERS/ABILITIES:

Jaeger Cannon: AoE sphere moderate Smashing, Lethal, & Knockback, moderate range  
Gas Grenade: Summon gas cloud, long range  
Jaeger Gun: Minor Lethal, moderate range  
Jaeger Mace: Moderate Smashing & Stun  
Jaeger Saw: Minor Lethal  
Explode: PB AoE sphere moderate Lethal, Fire, & Knockback  
Resists: Sleep, Confusion, Fear, Stun, Psionic

## WARHULK

Boss: Levels 30-54

The War Hulk is the largest and most powerful killing machine built by the Prussian Prince of Automatons. It's a veritable walking tank, armed with flamethrowers, storm cannons, and an impressively brutal power claw.

### POWERS/ABILITIES:

Pummel: High Lethal & Knockback  
Flamethrower: AoE cone moderate Fire, short range  
Storm Cannon: AoE sphere moderate Lethal, Smashing, & Knockback, moderate range  
Explode: PB AoE sphere moderate Lethal, Fire, Knockback  
Resists: Confusion, Fear, Stun, Knockup, Knockback, Immobilize

## FAKE NEMESIS

Boss: Levels 40-54

No one alive has ever seen Nemesis' true face. He hides within his finely wrought armor, safe behind personal force fields and a variety of armaments. He has many such suits of armor, each of which is a robot in its own right, capable of acting — and killing — independently:

### POWERS/ABILITIES:

Nemesis Staff: High Smashing & Stun  
Staff Bolt: High Smashing, Knockback, Stun, very long range  
Personal Force Field: Untouchable  
Dispersion Bubble: Defense buff, all attacks  
Protection Shield: Defense buff, all attacks  
Resists: Fear, Confusion, Psionic, Sleep, Fear, Confusion  
Vulnerability: Cold

## NEMESIS

ArchVillain: Level 40-54

Nemesis has had over 100 years to perfect his armor and his combat skills. He is a formidable, and wily, opponent.

### POWERS/ABILITIES:

Nemesis Staff: High Smashing & Stun  
Staff Bolt: High Smashing, Knockback, Stun, very long range  
Personal Force Field: Untouchable  
Dispersion Bubble: Defense buff, all attacks  
Protection Shield: Defense buff, all attacks  
Resists: Fear, Confusion  
Resists: Knockup, Knockback



## NEMESIS GAS

Pet: Levels 1-50

This poisonous gas was once a part of Nemesis' plot to conquer America. Though his plan to poison several major cities was thwarted, he still keeps large quantities of the gas around to help tip battles in his favor.

## NEMESIS' AUTOMATONS

Minions: Levels 33-42

Perhaps it's the careful precision of every movement, or the way they perform the same tasks over and over, but something about this seemingly normal citizen doesn't look quite right: In fact, they seem almost mechanical.

## SOLDIER AUTOMATON

### POWERS/ABILITIES:

Bayonet: High Lethal

Nemesis Rifle: Moderate Lethal, moderate range

Resists: Fear, Confusion

## SUPPORT AUTOMATON

### POWERS/ABILITIES:

Bayonet: High Lethal

Storm Rifle: AoE sphere minor Smashing, Lethal, & Knockback

Resists: Fear, Confusion

## ELITE AUTOMATON

### POWERS/ABILITIES:

Gatling Gun: Minor Lethal, moderate range

Flamethrower: AoE cone minor Fire, short range

Resists: Fear, Confusion

## LIEUTENANT AUTOMATON

Lieutenant: Levels 33-42

### POWERS/ABILITIES:

Lance: Moderate Lethal

Lance Rifle: AoE sphere moderate Fire, Lethal, & Knockback, long range

Vengeance: PB AoE sphere on death, ally buff

Resists: Fear, Confusion

## NEURON & HENCHMEN

### NEURON

Archvillain: Levels 43-54

Neuron is the creation of his own twisted scientific experiment. He gave himself complete control over his body's nervous system. Once he and Anti-Matter worked together as friends, but of late a rift has formed between them. Neuron's creation of Siege, and the favor that garnered him with Tyrant, is the primary cause of discord between them.

### POWERS/ABILITIES:

Moderate Resists: All but Neg Energy

Vulnerability: Neg Energy

Charged Bolts: Moderate Energy, End drain & slow recovery

Lightning Bolt: High Energy, End drain & slow recovery

Thunder Strike: Very high Smashing, Stun & Knockback

Voltaic Sentinel: High Energy until Sentinel disappears

Charged Brawl: Moderate smashing, Energy, Sleep, End drain & slow recovery

Shocking Grasp: Minor Energy, Hold, End drain & slow recovery

Power Sink: High End drain & slow

recovery

Lightning Field: Minor Energy & End drain

Ball Lightning: High Energy, End drain & slow recovery

Lightning Clap: Moderate stun & Knockback

Havoc Punch: Moderate Energy, Smashing, Sleep, Knockback, End drain & slow recovery

Tesla Cage: Minor Energy, moderate Sleep, End drain & slow recovery

## ELECTRODE

Minion: Levels 40-54

The basic model of minion designed by Neuron was originally blueprinted to be a laboratory assistant. It is excellent at following simple commands and would have been well suited for tasks a scientist did not have the time or muscle for. Neuron quickly realized that the metallic minions could be used as attack drones and adapted his plans on the fly.

### POWERS/ABILITIES:

Moderate Resist: Lethal, Stun, Psionic

Vulnerability: Energy

Charged Bolts: Moderate Energy & End drain

Charged Brawl: Moderate Smashing & Energy

Pummel: Moderate Smashing, Energy & Knockback





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## CIRCUIT

**Lieutenant: Levels 40-54**

A more powerful version of the Electrode unit, this minion can sometimes cause trouble for a single opponent. However, a group should be able to easily defeat it due to its limited power supply. It has excellent offensive capabilities and should be dealt with carefully if more than one is present.

### POWERS/ABILITIES:

Moderate Resist: Lethal, Stun, Psionic

Vulnerability: Energy

Charged Bolts: Moderate Energy & End drain

Charged Brawl: Moderate Smashing & Energy

Pummel: Moderate Smashing, Energy & Knockback

Lightning Bolt: High Energy & End drain

Ball Lightning: Moderate Energy & End drain

## INHIBITER

**Boss: Levels 40-54**

The Inhibitors are sometimes said to be the most difficult of Neuron's creations to deal with. They are built to make it difficult for any opponent to do what they are good at. This ability to negate the strengths of their foe makes them a frustrating and potentially deadly opponent.

### POWERS/ABILITIES:

Moderate Resist: Lethal, Stun, Psionic

Vulnerability: Energy

Charged Bolts: Moderate Energy & End drain

Charged Brawl: Moderate Smashing & Energy

Pummel: Moderate Smashing, Energy & Knockback

Tesla Cage: Minor Energy & moderate Sleep

Lighting Field: Minor Energy & End drain

## NICTUS

### VOID SEEKER

**Minion: Levels 1-54**

Void Seekers are the lowest rank among the deadly Void Hunter mercenaries, serving mostly as scouts to detect possibly Kheldian activity. They carry a powerful Quantum Array gun specially designed to damage and disrupt Kheldian energy signatures, and have special Nictus fragment implants that protect them from energy attacks.

### POWERS/ABILITIES:

Quantum Array Gun: Slow

Brawl: Moderate Smashing, Slow

Resistance: Energy, Neg Energy, all Damage

### VOID STALKER

**Lieutenant: Levels 1-54**

Void Stalkers are drawn from the ranks of Void Seekers who have proven their cunning and viciousness in battle. Extra training, more powerful Quantum Array weaponry, and additional Nictus fragment implants transform them into something dangerous to most heroes and deadly to Kheldians.

### POWERS/ABILITIES:

Quantum Array Gun: Slow

Brawl: Moderate Smashing, Slow

Resistance: Energy, Neg Energy, all Damage

## VOID SLAYER

**Boss: Levels 1-54**

Void Slayers are the deadliest operatives the Void Hunter mercenaries have at their disposal. They carry the most powerful Quantum Array weapons available and have dozens of Nictus fragment implants, allowing them to destroy a Kheldian with little risk to themselves.

### POWERS/ABILITIES:

Quantum Array Gun: Slow

Brawl: Moderate Smashing, Slow

Resistance: Energy, Neg Energy, all Damage

## KHELDIAN ENERGY BEINGS

**Bosses: Levels 1-54**

Every Kheldian energy being retains the patterns of its past hosts, and can use these patterns to transform itself and its current host into an energy-based duplicate of that creature, gaining new abilities in the process. The Bright Nova form is patterned off of a race called the Mefnanim that lived in the energy-charged upper atmosphere of a gas giant planet. The Bright Nova form retains the ability fly and to shape and project energy bolts of incredible power.

## BRIGHT NOVA

### POWERS/ABILITIES:

Bright Nova Scatter: Defense debuff

Bright Nova Detonation: Defense debuff

Bright Nova Bolt: Defense debuff

Bright Nova Blast: Defense debuff



## DARK NOVA

### POWERS/ABILITIES:

Dark Nova Bolt: Slow  
 Dark Nova Emanation: Slow  
 Dark Nova Blast: Slow  
 Dark Nova Detonation: Slow

## WHITE DWARF

### POWERS/ABILITIES:

White Dwarf Flare: Defense debuff  
 White Dwarf Strike: Defense debuff  
 White Dwarf Sublimation: Self heal  
 White Dwarf Smite: Disorient, Defense & Flight debuff

## DARK DWARF

### POWERS/ABILITIES:

White Dwarf Flare: Defense debuff  
 White Dwarf Strike: Defense debuff  
 White Dwarf Sublimation: Self heal  
 White Dwarf Smite: Disorient, Defense & Flight debuff

## SHADOW CYST CRYSTAL

**Boss: Levels 1-54**

These unearthly crystals grow form a Shadow Seed, a hardened physical form created when several Nictus fuse together and solidify themselves. Shadow Cysts project a field that allows Nictus to survive for extended periods without a host even on a planet's surface. The Cysts also act like wormholes, allowing Nictus to travel instantly from one cyst to another, even across interstellar distances. If allowed to grow in the right conditions, a Shadow Cyst can flood a world with Nictus.

### POWERS/ABILITIES:

Safe Zone: Nictus are immune to damage while in zone  
 Expel: Demons quickly leave portal as they arrive  
 Portal: Continuous spawning of enemies until crystal is destroyed  
 Medium Explosion: Stun  
 Resistance: As per inanimate object

## NICTUS

**Pets: Levels 1-54**

These free-floating Nictus have been drawn to Earth from somewhere in the Cosmos, bridging the distance through a Shadow Cyst. They have not yet joined with or possessed a host, and normally could not survive on a planet's surface for long. However, the dark energies of the Shadow Cyst sustain them, allowing them to hunt for hosts on their own.

## LESSER UNBOUND NICTUS

### POWERS/ABILITIES:

Disjoined: Starts to die if out of Crystal's safe zone  
 Flight  
 Birth Resistance: Immune to Disjoined upon spawning  
 Resistance: Energy, Negative Ennergy  
 Dark Nova Bolt: Slow

## UNBOUND NICTUS

### POWERS/ABILITIES:

Disjoined: Starts to die if out of Crystal's safe zone  
 Flight  
 Birth Resistance: Immune to Disjoined upon spawning  
 Resistance: Energy, Negative Energy  
 Dark Nova Blast: Slow  
 Dark Nova Emanation: Slow

## GREATER UNBOUND NICTUS

### POWERS/ABILITIES:

Disjoined: Starts to die if out of Crystal's safe zone  
 Flight  
 Birth Resistance: Immune to Disjoined upon spawning  
 Resistance: Energy, Negative Ennergy  
 Dark Nova Blast: Slow  
 Dark Nova Emanation: Slow  
 Dark Nova Detonation: Slow

## NIGHTSTAR & HENCHMEN

### NIGHTSTAR

**ArchVillain: Levels 48-54**

This android is the creation of Anti-Matter as a testament to his love for Dominatrix. Nightstar is patterned after her in the same way that Siege is patterned after Tyrant. Neuron considers it an inferior design, but Anti-Matter knows that one day victory will be his.

### POWERS/ABILITIES:

Moderate Resists: All  
 Fly







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Power Blast: Moderate Smashing,  
Energy & Knockback

Explosive Blast: Moderate Smashing,  
Energy & Knockback

Power Bolt: Moderate Smashing,  
Energy & Knockback

Power Burst: High Smashing, Energy &  
Knockback

Energy Torrent: Moderate Smashing,  
Energy & Knockback

Nova: Very high Energy, moderate  
Smashing & Knockback

## SPECTRA SERIES I

Minion: Levels 45-54

Not to be outdone by Neuron, Anti-Matter created the SPECial Tactical Robot Army to serve Tyrant. The Series I was the prototype and is therefore the least efficient model.

### POWERS/ABILITIES:

Power Blast: Moderate Smashing,  
Energy & Knockback

Explosive Blast: Moderate Smashing,  
Energy & Knockback

Power Bolt: Moderate Smashing,  
Energy & Knockback

Power Burst: High Smashing, Energy &  
Knockback

Energy Punch: Moderate Smashing,  
Energy & Knockback

Moderate Resists: Stun & Psionic

## SPECTRA SERIES II

Lieutenant: Levels 45-54

When Neuron developed a new Robotic Attack Module series, Anti-Matter did the same with the SPECTRA. Despite certain design differences, the two models are comparable in practice.

### POWERS/ABILITIES:

Power Blast: Moderate Smashing,  
Energy & Knockback

Explosive Blast: Moderate Smashing,  
Energy & Knockback

Power Bolt: Moderate Smashing,  
Energy & Knockback

Power Burst: High Smashing, Energy &  
Knockback

Energy Punch: Moderate Smashing,  
Energy & Knockback

Moderate Resists: Stun & Psionic

## SPECTRA SERIES III

Boss: Levels 45-54

The SPECTRA Series III is the most advanced design that Anti-Matter has created to date. Some of his other creations are more powerful, but none have the efficiency of the Series III.

### POWERS/ABILITIES:

Power Blast: Moderate Smashing,  
Energy & Knockback

Explosive Blast: Moderate Smashing,  
Energy & Knockback

Power Bolt: Moderate Smashing,  
Energy & Knockback

Power Burst: High Smashing, Energy &  
Knockback

Energy Punch: Moderate Smashing,  
Energy & Knockback

Moderate Resists: Stun & Psionic

## SPECTRA SERIES I QUANTUM

Minion: Levels 45-54

### POWERS/ABILITIES:

Quantum Array Gun: Slow

Moderate Resists: Stun & Psionic

## SPECTRA SERIES II QUANTUM

Lieutenant: Levels 45-54

### POWERS/ABILITIES:

Quantum Array Gun: Slow

Moderate Resists: Stun & Psionic

## SPECTRA SERIES III QUANTUM

Boss: Levels 45-54

### POWERS/ABILITIES:

Quantum Array Gun: Slow

Moderate Resists: Stun & Psionic

## OUTCASTS

### LOCATION(S):

Outcasts area in Steel Canyon and Boomtown. Mission doors for them can be generated anywhere.

### TYPES:

There are only two types of Outcasts, Thugs and Powered Villains.

The typical Outcasts are exactly like the Skulls or Hellions, wielding bats, hammers, knives, pistols, shotguns, or machine guns, and do significantly more melee damage than ranged. The exact same tactics used to fight those other groups can be used against them.

The Powered Outcasts are the Shockers, the Infernos, and the Bricks. As the names imply, Shockers use electric blast powers and fly, Infernos use Fire blast powers, and Bricks use stone powers. The Shockers do equal ranged and melee damage and are extremely difficult to shake once they decide to pursue. The



Inferno do not fly, but their damage is similar to the Shockers. The Bricks do major melee damage, combined with Stun and Knockback, and reasonable ranged.

Outcast bosses are simply more powerful powered villains. with the name "Lead" stuck at the beginning of their name. Lead Shocker, Lead Inferno, Lead Brick. As would be expected, their damage and abilities are significantly increased over their non-boss counterparts.

### **TACTICS:**

Outcast bosses are by far the greatest threat, with the Bricks being the most important target, as they are capable of doing as much damage as any two other Outcasts combined. Slugging toe-to-toe with a Lead Brick is generally not advised, and the best tactics to use involve keeping the target off its feet and/or Disoriented to prevent it from quickly dispatching any Hero engaged with it. Beyond that, the powered villains are the next target and the minions are last, with no special tactics needed.

### **OUTCAST INITIATES**

**Minion: Levels 5-10**

Unlike the higher ranked members of the Outcasts, these thugs seldom have elemental powers strong enough to warm their morning coffee. They're limited to hand weapons and firearms, like any other common gangster.

### **OUTCAST INITIATE SLICER**

#### **POWERS/ABILITIES:**

Revolver: Moderate Lethal & Knockback, moderate range  
Knife: Moderate Lethal

### **OUTCAST INITIATE SLUGGER**

#### **POWERS/ABILITIES:**

Baseball Bat: High Smashing  
Revolver: Moderate Lethal & Knockback, moderate range

### **OUTCAST INITIATE SLAMMER**

#### **POWERS/ABILITIES:**

Sledgehammer: High Smashing & Knockback  
Revolver: Moderate Lethal & Knockback, moderate range

### **OUTCAST INITIATE CHOPPER**

**Minion**

#### **POWERS/ABILITIES:**

Fireman Axe: Moderate Lethal & Def debuff  
Revolver: Moderate Lethal & Knockback, moderate range

### **VOLT**

**Lieutenant: Levels 5-10**

Outcast Initiates who show potential are valuable commodities amongst the Outcasts, and are quickly elevated up the ranks. Volts have shown promise in manipulating and controlling their Electrical powers.

#### **POWERS/ABILITIES:**

Charged Brawl: Moderate smashing, Energy, Sleep, End drain & slow recovery

Submachine Gun: Minor Lethal & Defense debuff, moderate range

### **MATCH**

**Lieutenant: Levels 5-10**

Outcast Initiates who show potential are valuable commodities amongst the Outcasts, and are quickly elevated up the ranks. An Outcast Match has started to demonstrate his fire starting abilities.

#### **POWERS/ABILITIES:**

Scorch: Moderate Fire  
Submachine Gun: Minor Lethal & Defense debuff, moderate range

### **CHILLER**

**Lieutenant: Levels 5-10**

Outcast Initiates who show potential are valuable commodities amongst the Outcasts, and are quickly elevated up the ranks. Chillers have grown beyond the ability to keep a drink cool.

#### **POWERS/ABILITIES:**

Frozen Fists: Minor Cold, Smashing, Slow  
Shotgun: Cone moderate Lethal & Knockback, short range

### **BLOCK**

**Lieutenant: Levels 5-10**

Outcast Initiates who show potential are valuable commodities amongst the Outcasts, and are quickly elevated up the ranks. Blocks are just learning how to harden their bodies into stone, and control the primal forces of earth and rock.





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### POWERS/ABILITIES:

Stone Fist: Moderate Smashing & Stun  
Shotgun: Cone moderate Lethal & Knockback, short range

## OUTCAST MINIONS

Minions: Levels 11-20

Unlike the higher ranked members of the Outcasts, these thugs' elemental powers are only beginning to manifest. Nevertheless, they are much more powerful than your typical thug.

## OUTCAST CRUSHER

### POWERS/ABILITIES:

Submachine Gun: Minor Lethal & Defense debuff, moderate range  
Stone Fist: Moderate Smashing & Stun  
Resistance: Outcast resistance

## OUTCAST COOLER

### POWERS/ABILITIES:

Frozen Fists: Minor Cold, Smashing, Slow  
Ice Bolt: Moderate Cold, Smashing, & Slow  
Resistance: Outcast resistance

## OUTCAST CHARGER

### POWERS/ABILITIES:

Charged Bolts: Moderate Energy, End drain & slow recovery  
Charged Brawl: Moderate smashing, Energy, Sleep, End drain & slow recovery  
Resistance: Outcast resistance

## OUTCAST TORCH

### POWERS/ABILITIES:

Flares: Moderate Fire, moderate range  
Scorch: Moderate Fire damage  
Resistance: Outcast resistance

## SHOCKER

Lieutenant: Levels 11-15

Masters of the air, the Shockers can fly and call forth blasts of lightning. They are without a doubt the flashiest of the Outcasts, and enjoy flamboyant displays of their power.

### POWERS/ABILITIES:

Flight  
Lightning Bolt: High Energy & Endurance drain  
Charged Brawl: Moderate smashing, Energy, Sleep, End drain & slow recovery  
Resistance: Outcast resistance

## LEAD SHOCKER

Boss: Levels 5-15

Experienced Shockers are masters of their chosen element: They soar with the expertise of veteran flyers and can make electricity dance at their commands. They're especially fond of entrapping their rivals in fields of lightning.

### POWERS/ABILITIES:

Flight  
Lightning Bolt: High Energy & Endurance drain  
Charged Brawl: Moderate smashing, Energy, Sleep, End drain & slow recovery  
Resistance: Outcast resistance  
Lightning Field: PBAoE sphere minor Energy & Endurance drain  
Ball Lightning: AoE, minor Energy & Endurance drain, moderate range

Havoc Punch: High Smashing, Energy, Knockback, & Endurance drain

## SCORCHER

Lieutenant: Levels 15-20

Rivals to the title of the city's premiere arsonists, these Outcasts can conjure up a variety of flame-based attacks to scorch their enemies. Manipulating fire requires concentration and determination, two traits common in all Scorchers.

### POWERS/ABILITIES:

Fire Blast: Minor Fire, moderate range  
Scorch: Moderate Fire damage  
Resistance: Outcast resistance

## LEAD SCORCHER

Boss: Levels 15-20

These are the pinnacle pyros of the Outcasts, masters of the element of Fire. They can perform a myriad of fiery marvels, one of the flashiest of which is the creation of Fire Imps — malevolent humanoids of pure Fire who pounce upon the Scorchers' foes.

### POWERS/ABILITIES:

Fire Blast: Moderate Fire, moderate range  
Scorch: Moderate Fire  
Resists: Fire, Cold  
Fire Ball: AoE sphere moderate Smashing, Fire, & Knockback, moderate range  
Fire Shield: Resists Smashing, Lethal, Fire, Cold  
Fire Imps: Summon Imps

## FREEZER

Lieutenant: Levels 17-18

Not just an appliance anymore, the Freezers have mastery over Cold and ice. As their name



suggests, they're cool as ice and calm under pressure, even as they cast bolts of jagged ice that pierce flesh and bone alike.

#### **POWERS/ABILITIES:**

Frozen Fists: moderate Cold, Smashing, & Slow

Ice Blast: Moderate Smashing, Cold, & Slow, moderate range

Resistance: Outcast resistance

### **LEAD FREEZER**

**Boss: Levels 15-20**

The top-dog Freezers are constantly surrounded by an area of Cold, even on the hottest summer's day. They can create a host of different Cold-based effects, from frost armor for themselves to freezing prisons for their foes.

#### **POWERS/ABILITIES:**

Freezing Touch: Hold, minor Cold

Ice Blast: Moderate Smashing, Cold, & Slow, moderate range

Ice Sword: Cold & Slow

Frozen Armor: Resist Cold, Smashing, Lethal & Fire

### **BRICK**

**Lieutenant: Levels 11-16**

The Bricks are one with the Earth, although not in a hippie kind of way. Instead, they use stone and rock to Smash their rivals, while hurling boulders or conjuring up mallets with which to maul anyone who gets in their way.

#### **POWERS/ABILITIES:**

Hurl Boulder: High Smashing, Knockback, short range

Stone Fist: Moderate Smashing & Stun

Resistance: Outcast resistance

### **LEAD BRICK**

**Boss: Levels 14-16**

The biggest, baddest, Bricks on the block have complete control over the earth beneath their feet. They can turn soil into quicksand, cause stalagmites to erupt at the snap of a finger and generally make life miserable for anyone they don't like who happens to be standing on the ground.

#### **POWERS/ABILITIES:**

Hurl Boulder: High Smashing, Knockback, short range

Stone Fist: Moderate Smashing & Stun

Resistance: Outcast resistance

Stone Spears: Moderate Lethal

Rock Armor: Defense buff Smashing & Lethal

Stone Mallet: High Smashing & Knockback

### **FROSTFIRE**

**Boss: Levels 7-15**

Leonard Calhoun used to imagine life as a hero. His strong elemental powers seemed to be just what the job required. Leonard made himself a costume and took up the name Frostfire, but he soon found that saving people wasn't nearly as appealing as picking their pockets. Frostfire descended into a life of crime and began to gather together other misguided mutants such as himself. Thus, the Outcasts were born.

#### **POWERS/ABILITIES:**

Fire Ball: Moderate Fire, minor Smashing

Incinerate: Minor Fire

Freeze Ray: Moderate Cold & Sleep, moderate range

Freezing Touch: Hold, minor Cold

Chilling Embrace: PBAoE sphere Slow

Ice Blast: Moderate Smashing, Cold, & Slow, moderate range

Flashfire: AoE minor Fire, Stun, moderate range

Fire Imps: Summon Imps and Jack Frost

Resistance: Resistance

Blazing Aura: PBAoE minor Fire

Chillblain: Cold DoT, Hold

### **OUTCAST QUANTUM GUNNER**

**Minion: Levels 5-20**

#### **POWERS/ABILITIES:**

Quantum Array Gun: Slow

Brawl: Moderate Smashing

### **QUANTUM VOLT**

**Lieutenant: Levels 5-20**

#### **POWERS/ABILITIES:**

Quantum Array Gun: Slow

Brawl: Moderate Smashing

Resistance: Outcast resistance

Flight

### **QUANTUM CHILLER**

**Lieutenant: Levels 5-20**

#### **POWERS/ABILITIES:**

Quantum Array Gun: Slow

Resistance: Outcast resistance

### **LEAD QUANTUM SCORCHER**

**Boss: Levels 5-20**

#### **POWERS/ABILITIES:**

Quantum Array Gun: Slow

Resistance: Outcast resistance

Fire Shield: Resists Smashing, Lethal, Fire, Cold





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## LEAD QUANTUM BRICK

**Boss:** Levels 5-20

### POWERS/ABILITIES:

Quantum Array Gun: Slow

Resistance: Outcast resistance

Rock Armor: Defense buff Smashing & Lethal

## RED CAPS

### JACK IN IRONS

**Monster**

Believe it or not, this burly giant is proud of his appearance. He adorns himself with the severed heads of his victims, and he takes great pleasure in the panic these accessories evoke. Jack wandered the spirit plane for centuries until the Red Caps found him and brought him to Croatoa. All in all, he's pleased with his new digs. There are plenty of people to frighten, and that suits him fine.

### POWERS/ABILITIES:

Skull Stare: Fear, Accuracy debuff

Dry Heave: AoE, moderate Negative Energy, moderate range, resist debuff for

Smashing/Lethal/Fire/Cold/Energy/Negative Energy/Psionic

Howling Skull: Short range, high sonic damage

Sweeping Blow: Extreme damage, Knockback

Noxious Odor: Minor Neg Energy DoT in AoE (Melee)

Overhead Smash: Extreme damage, knock down

Resistance: Eochai resistance

## RASCAL

**Minion:** Levels 25-34

These murderous creatures were feared by all in centuries past, but recently their existence has been dismissed as a myth. In fact, the Red Caps are quite real, and they enjoy nothing better than tormenting the various people they have trapped in Croatoa.

### POWERS/ABILITIES:

Resistance: Lethal, Disorient

Jump Stab: Medium Lethal, Defense debuff

Lunge: Neg Energy damage

Stab: Minor Lethal

Transformation: Nightwolf

Snap Shot: Minor Lethal, ranged, fast

## HOOLIGAN

**Lieutenant:** Levels 25-34

The Hooligans have distinguished themselves among their brethren their acts of shocking cruelty. It's not uncommon to see a helpless villager or beast being tormented by a happy Hooligan; in fact, they like no sound better than the sound of tears.

### POWERS/ABILITIES:

Resistance: Lethal, Disorient

Lunge: Neg Energy damage

Jump Stab: Medium Lethal, Defense debuff

Stab: Minor Lethal

Aimed Shot: High Lethal, ranged

Blazing Arrow: Superior Lethal & Fire (DoT)

Transformation: Nightwolf

## FIEND

**Boss:** Levels 25-34

The biggest and most dangerous of the Red Caps, the Fiends are not to be trifled with. Fiends are known for sharpening their teeth on the bones of their victims, and that is by no means their most repugnant quality.

### POWERS/ABILITIES:

Resistance: Lethal, Disorient

Lunge: Neg Energy damage

Jump Stab: Medium Lethal, Defense debuff

Stab: Minor Lethal

Aimed Shot: High Lethal, ranged

Fistful of Arrows: Cone AoE, Moderate Lethal

Blazing Arrow: Superior Lethal & Fire (DoT)

Transformation: Nightwolf

Gnome Toss: Limit visual range to melee range, Accuracy debuff

## WILL O' THE WISP

**Small:** Levels 25-34

The true nature of the Will o' the Wisps is a matter of some controversy among paranormal experts. Many believe that they are the byproducts of the Red Caps magic. They seem to be both intelligent and malevolent, and they will harm any person who comes near.

### POWERS/ABILITIES:

Shock: Poison, Slow, Hold

Engulf: Poison, Slow, Hold

Flight

Hi Resistance: Smashing, Lethal, Immobilization

Vulnerable: Fire, Energy, Neg Energy



## REFLECTIONS

### PENUMBRA ELITE REFLECTIONS

The Reflections seem to echo the villains of other worlds, not just in appearance, but also in demeanor. These Reflections of Council agents are expert soldiers, as skilled and deadly as any Navy SEAL.

### PENUMBRA ELITE MARKSMAN

Minion: Levels 41-54

#### POWERS/ABILITIES:

Resistance: Reflection resistance  
Brawl: Moderate Smashing  
Incendiary Rounds: Fire damage over time  
Cryonic Rounds: Slows Movement and Attack Speed

### PENUMBRA ELITE GRENADE

Minion: Levels 41-54

#### POWERS/ABILITIES:

Resistance: Reflection resistance  
Brawl: Moderate Smashing  
Grenade Launcher: Moderate Lethal, Smashing & Knockback, moderate range

### PENUMBRA ELITE FIRE

Minion: Levels 41-54

#### POWERS/ABILITIES:

Resistance: Reflection resistance  
Brawl: Moderate Smashing  
Flamethrower: Fire damage over time

### PENUMBRA ELITE FORCE

Minion: Levels 41-54

#### POWERS/ABILITIES:

Resistance: Reflection resistance  
Brawl: Moderate Smashing  
Chain Gun: Moderate Lethal

### PENUMBRA ELITE SONIC

Minion: Levels 41-54

#### POWERS/ABILITIES:

Resistance: Reflection resistance  
Brawl: Moderate Smashing  
Sonic Blast: Debuff all Resistance except Psionic

### PENUMBRA ELITE ADJUTANT

Lieutenant: Levels 41-54

#### POWERS/ABILITIES:

Resistance: Reflection resistance  
Thunder Kick: Disorient  
Storm Kick: Moderate damage  
Dragon's Tail: Moderate damage and knock down in AoE (melee range)  
Grenade Launcher: AoE moderate Smashing, Lethal, Knockback, very long range

### PENUMBRA ELITE ARCHON

Boss: Levels 41-54

#### POWERS/ABILITIES:

Thunder Kick: Disorient  
Storm Kick: Moderate damage  
Dragon's Tail: Moderate damage and knock down in AoE (melee range)  
Crane Kick: High Smashing & Knockback  
Crippling Axe Kick: Moderate Smashing, Immobilize, Slow  
Missile Launcher: Moderate Smashing, Lethal & Knockback, long range

### COUNCIL ROBOT REFLECTIONS

The Reflections seem to echo the villains of other worlds exactly. The Reflections of the Council robots are disciplined, alert fighters, ever responsive to the orders of their masters.

### ZENITH MECH MAN

Minion: Levels 41-54

#### POWERS/ABILITIES:

Resistance: Reflection resistance  
Blast: Energy, Knockback  
Cybernetic Blade: Moderate Lethal  
Resistance: Resistance

### ZENITH HOVERBOT

Minion: Levels 41-54

#### POWERS/ABILITIES:

Resistance: Reflection resistance  
Robot Missile Launcher: Long range  
Resistance: Resistance  
Flight







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## MK I ZENITH WARCRY

Lieutenant: Levels 41-54

### POWERS/ABILITIES:

Resistance: Reflection resistance  
Missile Launch: Long range  
Pummel: Brawling attack  
Power Blast: Energy damage, Knockback  
Hi Resistance: Knockback  
Resistance: Resistance

## MK II ZENITH WARCRY

Boss: Levels 41-54

### POWERS/ABILITIES:

Resistance: Reflection resistance  
Missile Launch: Long range  
Pummel: Brawling attack  
Power Blast: Energy damage, Knockback  
Hi Resistance: Knockback  
Resistance: Resistance

## CIRCLE OF THORNS REFLECTIONS

The Reflections seem to be exact copies of the terrors that exist on other worlds. It is unknown whether these mystics are Reflections of Paragon City's Circle of Thorns, or of the Oranbegans from some other dimension. What is certain is that they fight with the same utter disregard for life that Paragon City's heroes have witnessed many a time.

## THORN WIELDER

Minion: Levels 41-54

### POWERS/ABILITIES:

Resistance: Reflection resistance  
Greater Thorn Sword: High Lethal, Negative Energy & Slow  
Throwing Dagger: Minor Lethal & Negative Energy, short range

## FIRE THORN CASTER

Minion: Levels 41-54

### POWERS/ABILITIES:

Resistance: Reflection resistance  
Falchion: Moderate Lethal & Negative Energy  
Fire Ball: Moderate Fire & Smashing, moderate range  
Flares: Minor Fire, moderate range  
Consume: PBAoE, minor Fire, Endurance recharge

## EARTH THORN CASTER

Minion: Levels 41-54

### POWERS/ABILITIES:

Resistance: Reflection resistance  
Falchion: Moderate Lethal & Negative Energy  
Hurl Boulder: Medium damage, Knockback  
Stone Spears: Moderate Lethal  
Rock Armor: Adds high Smashing & Lethal Defense

## AIR THORN CASTER

Minion: Levels 41-54

### POWERS/ABILITIES:

Resistance: Reflection resistance  
Falchion: Moderate Lethal & Negative Energy  
Thunder Clap: Pale Stun

Lightning Bolt: High Energy and Endurance drain, moderate range  
Snow Storm: AoE Slow, moderate range  
Flight

## ICE THORN CASTER

Minion: Levels 41-54

### POWERS/ABILITIES:

Resistance: Reflection resistance  
Falchion: Moderate Lethal & Negative Energy  
Block of Ice: Hold, moderate range  
Ice Blast: Moderate Smashing, Cold, & Slow, moderate range  
Freeze Ray: Moderate Cold & Sleep, moderate range  
Chilblain: Minor Cold, Immobilize, moderate range  
Frozen Armor: Adds high resist to Smashing, Lethal, Fire & Cold

## LIFE MAGE

Lieutenant: Levels 41-54

### POWERS/ABILITIES:

Resistance: Reflection resistance  
Brawl: Moderate Smashing  
Poison Staff: Moderate Negative Energy, self heal  
Kamikaze: PBAoE, high Energy

## ENERGY MAGE

Lieutenant: Levels 41-54

### POWERS/ABILITIES:

Resistance: Reflection resistance  
Brawl: Moderate Smashing  
Thorn Staff: Minor Energy, Endurance reduction  
Kamikaze: PBAoE, high Energy



## FORCE MAGE

Lieutenant: Levels 41-54

### POWERS/ABILITIES:

Resistance: Reflection resistance  
 Brawl: Moderate Smashing  
 Crystal staff: High Smashing, Knockback, reduce resist on all damage  
 Kamikaze: PBAoE, high Energy

## SOUL MAGE

Lieutenant: Levels 41-54

### POWERS/ABILITIES:

Resistance: Reflection resistance  
 Brawl: Moderate Smashing  
 Darkness Staff: Hold  
 Darkness Staff Gloom: Minor Negative Energy, Accuracy debuff  
 Kamikaze: PBAoE, high Energy

## BEHEMOTH LORD

Boss: Levels 41-54

The Behemoths are Reflections of demons from some hellish dimension best left to the imagination. These fiery demons inspire nightmares in all who see them. They can summon flaming swords to strike down their enemies, or breathe fire from their mouths to incinerate all who stand before them.

### POWERS/ABILITIES:

Resistance: Reflection resistance  
 Fire Smash: Moderate Smashing, Fire, & Knockback  
 Scorch: Moderate Fire damage  
 Fire Sword: Moderate Lethal & Fire damage  
 Flares: Moderate Fire, short range  
 Behemoth Jumping  
 Moderate resist: Fire  
 Vulnerability: Cold

## CREY SCIENTIST REFLECTIONS

The Reflections seem to echo the villains of other dimensions not just in appearance, but in demeanor as well. These Reflections of Crey scientists are every bit as clinical and cold-hearted as those from Paragon City. Like their predecessors, they are also extremely well-armed.

## RESEARCH ASSISTANT

Minion: Levels 41-54

### POWERS/ABILITIES:

Resistance: Reflection resistance  
 Brawl: Moderate Smashing  
 Cryo Pistol: Minor Cold, Slow, & Sleep, moderate range

## SCIENTIST

Minion: Levels 41-54

### POWERS/ABILITIES:

Resistance: Reflection resistance  
 Brawl: Moderate Smashing  
 Cryo Rifle: Moderate Cold, Slow, Sleep, moderate range

## RESEARCHER

Minion: Levels 41-54

### POWERS/ABILITIES:

Resistance: Reflection resistance  
 Brawl: Moderate Smashing  
 N2 Cannon: AoE, minor Cold & Slow, short range

## MEDIC

Minion: Levels 41-54

### POWERS/ABILITIES:

Resistance: Reflection resistance  
 Brawl: Moderate Smashing  
 Hypo: Heal Other

## RADIOLOGIST

Minion: Levels 41-54

### POWERS/ABILITIES:

Resistance: Reflection resistance  
 Brawl: Moderate Smashing  
 Radiation Infection: Accuracy & Defense debuff, moderate range

## CHIEF CRYO SCIENTIST

Lieutenant: Levels 41-54

### POWERS/ABILITIES:

Resistance: Reflection resistance  
 Brawl: Moderate Smashing  
 Heavy Cryo Rifle: Heavy Cold, Slow, Sleep, moderate range

## CHIEF PLASMA SCIENTIST

Lieutenant: Levels 41-54

### POWERS/ABILITIES:

Resistance: Reflection resistance  
 Brawl: Moderate Smashing  
 Flamethrower: Minor Fire, short range

## CREY ELIMINATOR

Lieutenant: Levels 41-54

With their heavy chain guns and advanced training, these armor clad Reflections carry enough firepower to stop a tank. They're also almost as hard to hurt, though they are vulnerable to mental assaults.

### POWERS/ABILITIES:

Resistance: Reflection resistance  
 Chain Gun: Minor Lethal, moderate range  
 Brawl: Moderate Smashing  
 Boxing: Moderate Smashing, Stun  
 Moderate resist: Lethal, Smashing, Energy, Fire, Cold  
 Vulnerable: Confusion





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## CREY CRISIS UNIT

Lieutenant: Levels 41-54

In Paragon City, Crey sends specialized units to handle big problems. In the Shadow Shard, these Reflections are every bit as effective. These armor clad leaders carry enough firepower to stop a tank. They're also almost as hard to hurt, though they are vulnerable to mental assaults.

### POWERS/ABILITIES:

Resistance: Reflection resistance

Sleep Gas: Sleep, moderate range

Grenade Launcher: Moderate Lethal, Smashing & Knockback, moderate range

Brawl: Moderate Smashing

Boxing: Moderate Smashing, Stun

Moderate resist: Lethal, Smashing, Energy, Fire, Cold

Vulnerable: Confusion

## CREY JUGGERNAUT

Lieutenant: Levels 41-54

With their powerful personal force fields, missile launchers, and advanced training, these armor clad Reflections carry enough firepower to stop a tank. They're also almost as hard to hurt, though they are vulnerable to mental assaults.

### POWERS/ABILITIES:

Resistance: Reflection resistance

Missile Launcher: Moderate Smashing, Lethal & Knockback, long range

Brawl: Moderate Smashing

Boxing: Moderate Smashing, Stun

Moderate resist: Lethal, Smashing, Energy, Fire, Cold

Vulnerable: Confusion

Personal Force Field: Invulnerable

## CREY PROTECTOR

Boss: Levels 41-54

With their powerful force fields, heavy weapons, and advanced training, these armor clad Reflections carry enough firepower to stop a tank. They're also almost as hard to hurt, though they are vulnerable to mental assaults.

### POWERS/ABILITIES:

Resistance: Reflection resistance

Cryo Rifle: Moderate Cold, Slow, & Sleep, moderate range

Brawl: Moderate Smashing

Boxing: Moderate Smashing, Stun

Moderate resist: Lethal, Smashing, Energy, Fire, Cold

Vulnerable: Confusion

Dispersion Bubble: Buff to all defenses

## CREY POWER TANK

Boss: Levels 41-54

The Reflections seem to possess not only the abilities of the creatures they copy, but their knowledge and technology as well. These Reflections use Crey's perfected Power Armor to turn themselves into unstoppable juggernauts. Power Tanks can generate almost limitless power, which they can hurl at great distances.

### POWERS/ABILITIES:

Resistance: Reflection resistance

Whirling Hands: Moderate Energy, Smashing, Stun

Explosive Blast: Moderate Smashing, Energy, Knockback, moderate range

Bone Smasher: Moderate Smashing, Energy, Stun

Energy Punch: Moderate Smashing, Energy, Stun

Barrage: Minor Smashing, Energy, Stun

Power Bolt: Moderate Smashing, Energy, Stun, moderate range

Power Blast: Heavy Smashing, Energy, Stun, moderate range

Resistance: Lethal, Smashing, Energy, Fire, Cold

Super Leap

## NEMESIS REFLECTIONS

Chasseur, Armiger, Lancer

Minions: Levels 41-54

These Reflections copy the antiquated dress of Nemesis' soldiers to a T. They also possess perfect replicas of Nemesis' fine modern machinery. Most infantrymen attach their bayonets to special assault rifles that outperform all modern equivalents.

### POWERS/ABILITIES:

Resistance: Reflection resistance

Bayonet: High Lethal

Nemesis Rifle: Moderate Lethal, moderate range

Resists: Fear, Confusion

## CHASSEUR SURGEON, ARMIGER SURGEON, LANCER SURGEON

Minions: Levels 41-54

These Reflections of Battle Surgeons are charged with the vital duty of getting wounded soldiers back into the fight as quickly as possible. Of course, when the chips are down, they're not above entering the battle themselves.

### POWERS/ABILITIES:

Resistance: Reflection resistance

Bayonet: High Lethal



Nemesis Rifle: Moderate Lethal, moderate range

Triage: Heal other + resists to Stun, Hold, Sleep, Immobilize, Confusion, & Fear

Resists: Fear, Confusion

## CARABINEIR, FUSILIER, GRENADEIR

Minions: Levels 41-54

The Nemesis army's main support weapon is the storm rifle, a long barreled weapon with a bayonet affixed to the end. It fires compact shells that carry a tremendous punch, exploding with the force of a heavy grenade or rocket shell. In the Shadow Shard, these magnificent weapons have been copied exactly, and the Reflections wield them with a skill to rival Nemesis soldiers themselves.

### POWERS/ABILITIES:

Resistance: Reflection resistance

Bayonet: High Lethal

Storm Rifle: AoE sphere minor Smashing, Lethal, & Knockback

Resists: Fear, Confusion

## LANCE CORPORAL, SUBALTERN, LANCE SERGEANT, SGT. MAJOR, LIEUTENANT, CAPTAIN, COLONEL

Lieutenant: Levels 41-54

These Reflections of Nemesis' soldiers copy not just the skill of their predecessors, but also their discipline and devotion to their comrades. They're armed with the Nemesis lance, a long rifle that can also operate effectively as a spear. Their skill with this

weapon makes them deadly at any distance.

### POWERS/ABILITIES:

Resistance: Reflection resistance

Lance: Moderate Lethal

Lance Rifle: AoE sphere moderate Fire, Lethal, & Knockback, long range

Vengeance: PBAoE on death, ally buff

Resists: Fear, Confusion

## GEWEHR JAEGER

Minion: Levels 41-54

Reflections of living beings are common in the Shadow Shard, but copies of machines exist as well. The Jaegers take their name from the German word for 'hunter.' They're some of the strangest and most advanced combat robots to ever stalk the realm of the Rularuu.

### POWERS/ABILITIES:

Resistance: Reflection resistance

Jaeger Gun: Minor Lethal, moderate range

Jaeger Mace: Moderate Smashing & Stun

Jaeger Saw: Minor Lethal

Explode: PBAoE sphere moderate Lethal, Fire, & Knockback

Resists: Sleep, Confusion, Fear, Stun, Psionic

## WERFER JAEGER

Minion: Levels 41-54

### POWERS/ABILITIES:

Resistance: Reflection resistance

Jaeger Cannon: AoE sphere moderate Smashing, Lethal, & Knockback, moderate range

Gas Grenade: Summon gas cloud, long range

Jaeger Gun: Minor Lethal, moderate range

Jaeger Mace: Moderate Smashing &

Stun

Explode: PBAoE sphere moderate Lethal, Fire, & Knockback

Resists: Sleep, Confusion, Fear, Stun, Psionic

## WARHULK

Boss: Levels 41-54

Reflections of living beings are common in the Shadow Shard, but copies of machines exist as well. The War Hulk is the largest and most powerful of these. It's a veritable walking tank, armed with flamethrowers, storm cannons, and an impressively brutal power claw.

### POWERS/ABILITIES:

Resistance: Reflection resistance

Pummel: High Lethal & Knockback

Flamethrower: AoE cone moderate Fire, short range

Storm Cannon: AoE sphere moderate Lethal, Smashing, & Knockback, moderate range

Explode: PBAoE sphere moderate Lethal, Fire, Knockback

Resists: Confusion, Fear, Stun, Knockup, Knockback, Immobilize

## RIKTI REFLECTIONS

It's not clear whether these Reflections copy the Rikti of Paragon City, or those of the Rikti homeworld. Some of the forces at Firebase Zulu have theorized the former, since these Reflections are well-armed and trained for combat.





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Minion: Levels 41-54

### POWERS/ABILITIES:

Resistance: Reflection resistance

Rikti Sword: High Lethal & Stun

Rikti Rifle: High Energy, Knockback, & Stun, moderate range

## HEADMAN GUNMAN

Lieutenant: Levels 41-54

### POWERS/ABILITIES:

Resistance: Reflection resistance

Rikti Rifle: High Energy, Knockback, Stun, moderate range

Resist: Sleep, Smashing, Lethal, Energy

Super Leap

Teleport

## CHIEF SOLDIER

Boss: Levels 41-54

### POWERS/ABILITIES:

Resistance: Reflection resistance

Greater Rikti Sword: High Lethal & Stun

Rikti Rifle: High Energy, Knockback, & Stun, moderate range

Resist: Sleep, Smashing, Lethal, Energy

## CHIEF MENTALIST

Boss: Levels 41-54

### POWERS/ABILITIES:

Resistance: Reflection resistance

Greater Rikti Sword: High Lethal & Stun

Mesmerize: Moderate Psionic, Sleep, long range

Mental Blast: Moderate Psionic & Slow, long range

Dominate: Hold, moderate range

Resist: Sleep & Confusion

## RIKTI

### LOCATION(S):

True Rikti can be found in Founders' Falls and Crey's Folly.

### TYPES:

The four types of Rikti are Monkeys, Drones, Soldiers and Mentalists.

Monkeys are annoying little thugs that run in packs and can quickly over-run a careful who is not being careful. They have no ranged capability and are strictly melee, but very fast.

Drones are flying robots with ranged energy attacks and massive defenses, making them extremely difficult to hit, but once you connect they are rather fragile.

Soldiers are the line infantry of the Rikti forces and wield large Rikti blades and stun rifles for ranged attacks.

Mentalists use a wide range of Psionic powers to mesmerize, Sleep, Stun, Hold, Disorient and seriously damage their foes.

### TACTICS:

Mentalists must always be the primary target, both because few Heroes are resistant to the large amount of Psionic damage they are capable of delivering, but also because they can and will lock down Heroes, leaving the defenseless (active defenses down), and at the mercy of the rest of the Rikti forces. After that, go down the ranks, removing the greater threats in the standard manner.

## RIKTI MONKEY, VICIOUS RIKTI MONKEY

Small: Levels 1-54

Often referred to as ruin monkeys, these horrible creatures were created by the Rikti, then let loose in the city to wreak havoc. They roam in packs and pounce with tremendous speed and ferocity. Unfortunately, the Rikti seem to have a never-ending supply of them.

### POWERS/ABILITIES:

Super Leap

Gas: Summon Monkey Gas

Monkey Brawl: Moderate Smashing

Psychic Dart: Slow

## DRONE, ADVANCED DRONE

Minion: Levels 1-54

During the Rikti War these flying Drones swarmed all over the city's skies. Today these machines still sweep through the air with some frequency. Their quick evasive maneuvering and powerful Energy cannon make them a constant menace.

### POWERS/ABILITIES:

Drone Blast: High Energy, Knockback, moderate range

Flight

Immune: Sleep, Fear

Resist: Psionic

Defense Buff vs All melee and ranged

Vulnerability: Smashing, Lethal, Fire, Cold, Energy, Negative Energy



## HEADMAN

Lieutenant: Levels 31-40

### POWERS/ABILITIES:

Rikti Sword: High Lethal & Stun

Rikti Rifle: High Energy, Knockback, & Stun, moderate range

## RIKTI MINIONS

The Rikti have come to stand for everything humans hate and fear in the universe. Their unprovoked invasion of Earth has left much of the planet traumatized and angry. Even out of their battle armor, their high-tech weaponry makes Rikti dangerous opponents.

## INFANTRY

Minion: Levels 1-54

### POWERS/ABILITIES:

Rikti Sword: High Lethal & Stun

Rikti Pistol: High Energy & Stun, moderate range

## CONSCRIPT

Minion: Levels 1-54

### POWERS/ABILITIES:

Rikti Sword: High Lethal & Stun

Rikti Rifle: High Energy, Knockback, & Stun, moderate range

## GUARDIAN

Minion: Levels 1-54

### POWERS/ABILITIES:

Rikti Pistol: High Energy & Stun, moderate range

Protection Shield: Buff Defense all attacks

Accelerate Metabolism: PBAoE sphere, buff all damage, resist Hold, Stun, Sleep, Immobilize

Radiation Emission: Self-heal

## COMMUNICATIONS OFFICER

Minion: Levels 30-54

### POWERS/ABILITIES:

Rikti Pistol: High Energy & Stun, moderate range

Transponder: Summons Rikti

## RIKTI CHIEFS

The Rikti battle armor is more advanced than any armor found on Earth. It offers the alien invaders protection from most normal kinds of physical attack. Armed with powerful Energy weapons, these armored soldiers continue to pose a deadly threat to humans everywhere.

## HEADMAN GUNMAN

Lieutenant: Levels 1-54

### POWERS/ABILITIES:

Rikti Rifle: High Energy, Knockback, Stun, moderate range

Resist: Sleep, Smashing, Lethal, Energy

Super Leap

Teleport

## CHIEF SOLDIER

Boss: Levels 1-54

### POWERS/ABILITIES:

Greater Rikti Sword: High Lethal & Stun

Rikti Rifle: High Energy, Knockback, & Stun, moderate range

Resist: Sleep, Smashing, Lethal, Energy

## CHIEF MENTALIST

Lieutenant/Boss: Levels 1-54

### POWERS/ABILITIES:

Greater Rikti Sword: High Lethal & Stun

Mesmerize: Moderate Psionic, Sleep, long range

Mental Blast: Moderate Psionic & Slow,

long range

Dominate: Hold, moderate range

Resist: Sleep & Confusion

## CHIEF MESMERIST

Boss: Levels 1-54

### POWERS/ABILITIES:

Rikti Sword: High Lethal & Stun

Mass Hypnosis: AoE sphere Sleep, moderate range

Mental Blast: Moderate Psionic, Slow, long range

Total Domination: AoE sphere Hold, moderate range

Resist: Sleep & Confusion

## RIKTI MAGUS

Boss: Levels 40-45

These radical members of the Rikti's Restructurist faction have mastered magical arts stolen from the Circle of Thorns.

### POWERS/ABILITIES:

Rikti Sword: High Lethal & Stun

Fire Ball: Moderate Fire, minor Smashing

Block of Ice: Hold, moderate range

Lightning Bolt: High Energy & Endurance drain, moderate range

Mental Blast: Moderate Psionic, Slow, long range

Mass Hypnosis: AoE sphere, Sleep, moderate range

Stalagmites: Minor Lethal & Stun, moderate range

Resistance: Lethal, Smashing, Energy, Sleep, Confuse, Fear, Psionic

## PORTAL

Pet: Levels 1-54

This extra dimensional portal has opened up a gateway to another world. Strange and Dangerous creatures are coming through it. It





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must be destroyed!  
The portal is resistant to physical damage, but vulnerable to Energy, Negative Energy, and Psionic attacks.

## RIKTI COMMANDER

Archvillain: Levels 8, 12, 18, 21, 31, 41)

These fiendish Rikti have cast off their disguises as game developers and are now leading the Second Invasion of Earth!

### POWERS/ABILITIES:

Teleport Foe: Teleport one foe directly next to you

Blade Eviscerate: Stun

Rikti Rifle Blast: Stun

Mesmerize: Moderate Psionic & Sleep

Teleport Friend: Teleport one teammate directly next to you

Mass Hypnosis: Moderate Psionic & Sleep

Blade Swing: Stun

Teleport: Long distance

Transponder: Summons Rikti

Dominate: Moderate Psionic & Hold

Resistance: Knockback, Sleep, Disorient, Hold, Teleport, Smash, Lethal, Energy

Rikti Rifle Burst: Stun

## QUANTUM INFANTRY

Minion: Levels 1-54

### POWERS/ABILITIES:

Quantum Array Gun: Slow

## HEADMAN QUANTUM SOLDIER

Lieutenant: Levels 1-54

### POWERS/ABILITIES:

Quantum Array Gun: Slow

Resist: Sleep, Smashing, Lethal, Energy

## CHIEF QUANTUM GUNMAN

Boss: Levels 1-54

### POWERS/ABILITIES:

Quantum Array Gun: Slow

Resist: Sleep, Smashing, Lethal, Energy

## ROGUE ROBOTS

These former Council robots have achieved sentience and no longer obey their programming. They now seek to further only their own inhuman goals.

## ZENITH MECH MAN

Minion: Levels 29-35

### POWERS/ABILITIES:

Blast: Energy, Knockback

Cybernetic Blade: Moderate Lethal

Resistance: Resistance

## ZENITH HOVERBOT

Minion: Levels 29-35

### POWERS/ABILITIES:

Robot Missile Launcher: Long range

Resistance: Resistance

Flight

## MK I ZENITH WARCRY

Lieutenant: Levels 29-35

### POWERS/ABILITIES:

Missile Launch: Long range

Pummel: Brawling attack

Power Blast: Energy damage, Knockback

Hi Resistance: Knockback

Resistance: Resistance

## MK II ZENITH WARCRY

Boss: Levels 29-35

### POWERS/ABILITIES:

Missile Launch: Long range

Pummel: Brawling attack

Power Blast: Energy damage, Knockback

Hi Resistance: Knockback

Resistance: Resistance

## RULARUU & HENCHMEN

## BRUTES

## BRUTE (MINION)

Minion: Levels 1-54

The main shock troops in the Rularuu army are the Brutes. Faceless and grotesque, the Brutes are powerful fighters. Their primary weapons are the giant crystals that sit atop their heads, but they can also make short work of a hero with their powerful, club-like arms.

### POWERS/ABILITIES:

Pummel: Moderate Smashing

Resistance: Brutes resistance

Energy Blast: Energy, Knockback

Crystal of Vigor: Damage buff to self & allies in AoE

## NOBLE BRUTE

Lieutenant: Levels 1-54

Despite their size and name, the Brutes are far from stupid. They are expert soldiers, who work well



with each other or with the many other strange creatures that inhabit the Shadow Shard.

### **POWERS/ABILITIES:**

Pummel: Moderate Smashing  
Resistance: Brutes resistance  
Energy Salvo: Energy (AoE)  
Crystal of Resilience: Heal nearby allies  
Energy Blast: Energy, Knockback  
Heal Other: Heal targeted ally

## **HONORED BRUTE**

**Boss: Levels 1-54**

The most powerful Brutes know that it's best to weaken the enemy before charging into the fray. These creatures love to drain their enemies' Endurance before entering battle. Another favorite tactic is to use the power of their crystals to slow their foes' movement and attack speed.

### **POWERS/ABILITIES:**

Pummel: Moderate Smashing  
Resistance: Brutes resistance  
Energy Salvo: Energy (AoE)  
Energy Blast: Energy, Knockback  
Crystal of Corruption: Debuff Damage, Damage Resistance, Defense  
Degradation Blast: Debuff Damage, Damage Resistance, Defense

## **WISPS**

### **WISP (minion)**

**Minion: Levels 41-54**

Wisps are intelligent and capable leaders within the army of the Rularuu. Despite their frail appearance, they're quite tough and resilient to physical attacks, although they hate to feel the touch of another living being upon their flesh.

### **POWERS/ABILITIES:**

Aversion: Physical contact  
Flight  
Psychic Scream: Moderate Psionic  
Subdue: High Psionic, moderate Immobilize  
Mental Blast: Moderate Psionic  
Resistance: Wisp resistance

## **WISP OPPRESSOR**

**Lieutenant: Levels 41-54**

The Wisps are always in flight, floating about from one place to another with surprising speed. When seen from a distance, they are really quite beautiful, but at close range their psychic attacks can rend even the most disciplined mind to shreds.

### **POWERS/ABILITIES:**

Aversion: Physical contact  
Flight  
Psychic Scream: Moderate Psionic  
Subdue: High Psionic, moderate Immobilize  
Mental Blast: Moderate Psionic  
Telekinetic Blast: Moderate Smashing, Psionic & Knockback  
Domination: Moderate Hold  
Resistance: Wisp resistance

## **WISP OVERLORD**

**Boss: Levels 41-54**

The most powerful Wisps have expanded the powers of their mind so greatly that they can, in small ways, affect space itself. They can seal off their enemies in small pockets of space, rendering them unable to attack or aid allies. They can also bend space around themselves, creating a powerful Dispersion Bubble that protects all those within it.

### **POWERS/ABILITIES:**

Aversion: Physical contact  
Flight  
Psychic Scream: Moderate Psionic  
Subdue: High Psionic, moderate Immobilize  
Mental Blast: Moderate Psionic  
Telekinetic Blast: Moderate Smashing, Psionic & Knockback  
Domination: Moderate Hold  
Resistance: Wisp resistance  
Detention Field: Hold, Invulnerable  
Dispersion Bubble: Buff all Defense, resist Hold, Stun, & Immobilize  
Psionic Tornado: Minor Psionic, Knockup & Slow

## **SENTRIES**

### **WATCHER**

**Minion: Levels 1-54**

These hideous creatures watch over the entirety of the Shadow Shard. Their giant eyeballs serve not only as a mechanism for exceptional sight, but also as their primary weapon. Regrettably, standing behind a Sentry is no safer than standing in front. Their thorn blasts can tear a hero to shreds, and they seem to be aware of everything around them.

### **POWERS/ABILITIES:**

Quill Blast: AoE Cone, knock down  
Flight  
Chomp: Biting attack  
Resistance: Sentry Resistance  
Optic Blast: Slow, Damage debuff

## **OBSERVER**

**Lieutenant: Levels 1-54**

The denizens of the Shadow Shard have learned never to look a Sentry directly in the eye. By





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doing so, they become vulnerable to the Sentries' Paralytic Gaze, which can hold a person in place, unable to defend himself.

### POWERS/ABILITIES:

Quill Blast: AoE Cone, knock down  
Flight  
Chomp: Biting attack  
Resistance: Sentry Resistance  
Optic Blast: Slow, Damage debuff  
Paralytic Gaze: Hold

## OVERSEER

**Boss: Levels 1-54**

The Sentries may look like mindless monsters, but their army is organized and adept. At Firebase Zulu it is theorized that the Sentries communicate through some form of telepathy, since their leaders are able to instantly summon reinforcements when things look grim.

### POWERS/ABILITIES:

Quill Blast: AoE Cone, knock down  
Flight  
Chomp: Biting attack  
Resistance: Sentry Resistance  
Optic Blast: Slow, Damage debuff  
Paralytic Gaze: Hold  
Summon Sentries: Summon 3 Watchers

## NATTERLINGS

### NATTERLING (MINION)

**Minion: Levels 41-54**

Natterlings travel in large packs, hopping about the floating islands and mystic causeways of the Shadow Shard looking for intruders. They're very good scavengers, and any piece of

technology or any living thing they find they'll scoop up and bring back to their masters.

Like all the denizens of the Shadow Shard, the Natterlings are well-adapted for survival. When threatened, two of the creatures can merge into a single, much more powerful Natterling. This poses a serious problem to heroes hoping to win a war of attrition.

### POWERS/ABILITIES:

Flight  
Pummel: Brawling attack  
Scatter Shards: Cone AoE  
Panic: Flee if near death  
Resistance: Natterling resistance  
Merge: Combine with other Natterling to increase size

## BULL NATTERLING

**Lieutenant: Levels 41-54**

What are Natterlings made of? No one can truly say. Their twisted bodies seem to be composed of all manner of matter, from the flesh of Brutes to the strange jewel-like Kora fruit. In battle, the Natterlings will shoot goutts of this amalgamated material at their enemies, causing great damage and a very unpleasant smell.

### POWERS/ABILITIES:

Flight  
Pummel: Brawling attack  
Scatter Shards: Cone AoE  
Panic: Flee if near death  
Resistance: Natterling resistance  
Sinew: Hold

## RULADAK THE STRONG

**Archvillain: 41-54**

The leader of the Brutes is a most fearsome tyrant. Ruladak's robe is

decorated with gems torn from the Brutes that have displeased him. The removal of the gem results in the Brute's immediate death and eternal dishonor, a fact that troubles Ruladak not in the slightest.

### POWERS/ABILITIES:

Crystal of Resilience: Heal nearby allies  
Flight  
Hand Clap: PBAoE Stun & Knockback  
Energy Aura: Energy dmg while near Ruladak  
Explosive Blast: Moderate Smashing, Energy, Knockback, moderate range  
Crystal of Corruption: Debuff Damage, Damage Resistance, Defense  
Crystal of Vigor: Damage buff to self & allies in AoE  
Nova: Very high Energy, moderate Smashing & Knockback  
Total Focus: High Energy, Smashing, Stun & Knockup  
Power Blast: Moderate Smashing, & Energy  
Resistance: Archvillain resistance

## CHULARN THE SLAVE LORD

**Archvillain: Levels 41-54**

Chularn is an extremely cruel and twisted soul. The slaves that run his Factory Cubes look upon him with great awe and terror, and his barbarism has become legendary throughout the Shadow Shard. The Wisps he commands fare little better than these human slaves, and they have learned to obey Chularn without question. They watch over the Natterling scavengers and select the choicest items to improve the operation of the Factory Cubes.

### POWERS/ABILITIES:

Personal Force Field: Defense buff  
Flight



Subdue: High Psionic & Immobilize, long range

Psionic Tornado: Minor Psionic, Knockup & Slow

Telekinetic Blast: Moderate Smashing, Psionic & Knockback

Psychic Scream: Moderate Psionic

Mental Blast: Moderate Psionic & Slow, long range

Will Domination: High Psionic & Sleep

Resistance: Archvillain resistance

## KUULARTH THE SCAVENGER

Archvillain: Levels 41-54

Kuularth makes his nest in the Repository that feeds parts to the Factory Cubes. His Natterlings roam the Shadow Shard collecting anything and everything that could be useful. They are always accompanied by a Wisp, who Kuularth refers to as "consultants." The Wisps' master, Chularn, prefers to call them "supervisors."

### POWERS/ABILITIES:

Flight

Resistance: Archvillain resistance

## ALOORE THE WATCHER

Archvillain: Levels 41-54

Aloore is Rularuu's most trusted Field General. He guards the Palace and uses his Sentries to keep watch over the entire Shadow Shard. Of all Rularuu's fragments, Aloore is most similar to Rularuu himself. This makes him skilled and useful, but also dangerous, because Rularuu is not built for servitude.

### POWERS/ABILITIES:

Flight

Resistance: Archvillain resistance

## UURALUR THE MIRROR

Archvillain: Levels 45-54

Uuralur presides over the Garden of Memories. The beings that reside there are reflections of the worlds that Rularuu has consumed, though it is unclear whether he created them out of remorse or amusement. Uuralur has organized many of these reflections into a guard force that patrols the area and keeps the remaining reflections in check.

## LANARU THE CRAZED

Archvillain: Levels 41-54

The demented consciousness of Lanaru the Mad is so twisted by rage that it has wrenched itself free of Rularuu. His psychic instability has manifested as a permanent storm that surrounds his castle and himself.

### POWERS/ABILITIES:

Ion Field: Energy dmg near Lanaru

Ion Burst: Heavy Energy, Endurance debuff

Lightning Storm: Summon lightning storm

Thunder Clap: PBAoE sphere Stun

Flight

Blizzard: Cold DoT, Slow

Freezing Rain: Cold DoT, Resistance debuff, Slow

Hurricane: PBAoE Accuracy debuff, Knockback

Snow Storm: AoE Slow, moderate range

Resistance: Archvillain resistance

## FAATHIM THE KIND

Archvillain: Levels 47-54

Faathim the Kind's sole purpose in life is to protect the innocents

of the Shadow Shard. He has worked hard to maintain his independence from Rularuu, despite his imprisonment in the Chantry. He has limited means of rebellion, but he uses his mighty healing powers to assist champions of good when he can.

### POWERS/ABILITIES:

Dispersion Bubble: Buff all Defense, resist Hold, Stun, & Immobilize

Fortitude: Buff all damage, to hit, all defenses

Flight

Protection Shield: Defense buff, all attacks

Healing Aura: Heal self and nearby allies

Fulcrum Shift: Damage debuff

Heal Other: Heal single targeted ally

Siphon Power: High Damage debuff, all

Resistance: Archvillain

## RULARUU THE RAVAGER

Gargantuan: Level 50

The master of the Shadow Shard stands over a hundred feet in height. Rularuu's many powers make him a fearsome opponent, but his greatest weapon is truly his vast knowledge. Having absorbed thousands of dimensions, Rularuu knows all the tricks. There is truly no surprising him.

### POWERS/ABILITIES:

Flight

Resistance: Archvillain





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### ANTI GRAVITY WELL

Pet: Levels 1-54

Everything about the Shadow Shard seems to defy to laws of physics. This Anti Gravity well seems to be no exception.

#### POWERS/ABILITIES:

Resist All: Invincible

Immobilize: Bounce World objects cannot move

### MONUMENTS

These monuments seem to pulse with power.

### ANGER MONUMENT

Pet: Levels 41-54

#### POWERS/ABILITIES:

Resist All: Invincible

Flight

Immobilize: Cannot move

### MALICE MONUMENT

Pet: Levels 41-54

#### POWERS/ABILITIES:

Resist All: Invincible

Flight

Immobilize: Cannot move

Malice: Accuracy buff, Defense debuff

### TORMENT MONUMENT

Pet: Levels 41-54

#### POWERS/ABILITIES:

Resist All: Invincible

Flight

Immobilize: Cannot move

Torment: Regeneration buff, Attack Speed debuff

### HATRED MONUMENT

Pet: Levels 41-54

#### POWERS/ABILITIES:

Resist All: Invincible

Flight

Immobilize: Cannot move

Hatred: Recovery buff, Damage debuff

### FURY MONUMENT

Pet: Levels 41-54

#### POWERS/ABILITIES:

Resist All: Invincible

Flight

Immobilize: Cannot move

Fury: Damage buff, Recovery debuff

### DESTRUCTION MONUMENT

Pet: Levels 41-54

#### POWERS/ABILITIES:

Resist All: Invincible

Flight

Immobilize: Cannot move

Destruction: Stun

## SHADOWHUNTER & HENCHMEN

### SHADOWHUNTER

Archvillain: Levels 43-54

Infused with the fury of the Wild Hunt, Shadowhunter roams with his Pack, cutting down everything in his path. He loathes humanity for the most part, and his alliance with Tyrant is an uneasy one at best. It is held together by the fact that Tyrant cares nothing for the wilderness and is happy to give it over to Shadowhunter. If Tyrant ever begins to strip the land for resources, things will quickly unravel.

#### POWERS/ABILITIES:

Moderate Resist: All but Neg Energy

Vulnerable: Neg Energy

Stone fist: Moderate Smashing & Stun

Fault: Moderate Knockup & Stun

Tremor: Moderate Smashing & Knockback

Seismic Smash: Very high Smashing & Hold

Rock Armor: High defense vs: all but Psionic

Hurl Boulder: Moderate Smashing & Knockback

Stone Prison: High Immobilize

Stalagmites: Minor Lethal & Stun

Earth's Embrace: Self Heal

### OMEGA WOLF

Minion: Levels 40-54

These creatures are the bottom of the food chain in the Pack. They are humans that have been recently turned by the Pack and are not yet fully accepted. They are forced to prove themselves every day. If they are not accepted as Pack, then they are torn apart.





### **POWERS/ABILITIES:**

Claw Swipe: Moderate Lethal & Knockback  
 Super Leap  
 Hurl: High Smashing & Knockback  
 Minor Resist: All

## **BETA WOLF**

**Lieutenant: Levels 40-54**

When the Pack has approved of an Omega, they are immediately protected and treated well. It is an instant transition with no going back: Once someone is Pack, death is the only thing that will break that.

### **POWERS/ABILITIES:**

Swipe: Moderate Lethal & Knockback  
 Super Leap  
 Hurl: High Smashing & Knockback  
 Minor Resist: All

## **ALPHA WOLF**

**Boss: Levels 40-54**

These minions stand boldly at the pinnacle of the Pack. They are leaders by right of combat and dominance. They will fight to the last because they know defeat means a fall from the top.

### **POWERS/ABILITIES:**

Swipe: Moderate Lethal & Knockback  
 Super Leap  
 Hurl: High Smashing & Knockback  
 Minor Resist: All

## **SKULLS**

### **LOCATION(S):**

Kings Row, Perez Park

### **TYPES:**

Minions are Gravediggers, and they come in all the usual armament varieties (Brawler, Slugger, Slicer, Slammer, Chopper)

Lieutenants are Death's Heads, and they can be distinguished from the minions by the fact that they use firearms — either the shotgun-using Buckshots, or the Gunners, who wield an SMG.

Bosses are Bone Daddies, and they fight with a wide variety of negative energy attacks. A few unique Skull bosses appear in door missions.

### **TACTICS:**

The tactics for taking on Skulls are pretty much the same as those for Hellions (see p. 217).

## **GRAVEDIGGERS**

**Minion: Levels 1-14**

The Skulls worship death in a very personal, creepy way. The Gravediggers are the gang's foot soldiers — wannabes who must prove their skill with knives and guns before they (literally) earn their bones.

## **GRAVEDIGGER BRAWLER**

### **POWERS/ABILITIES:**

Brawl: Moderate Smashing  
 Revolver: High Lethal, short range  
 Resists: Negative Energy  
 Vulnerable: Energy

## **GRAVEDIGGER SLICER**

### **POWERS/ABILITIES:**

Knife: Moderate Lethal  
 Revolver: High Lethal, short range  
 Resists: Negative Energy  
 Vulnerable: Energy

## **GRAVEDIGGER SLUGGER**

### **POWERS/ABILITIES:**

Baseball Bat: High Smashing  
 Revolver: High Lethal, short range  
 Resists: Negative Energy  
 Vulnerable: Energy

## **GRAVEDIGGER SLAMMER**

### **POWERS/ABILITIES:**

Sledgehammer: High Smashing & Knockback  
 Revolver: High Lethal, short range  
 Resists: Negative Energy  
 Vulnerable: Energy

## **GRAVEDIGGER CHOPPER**

### **POWERS/ABILITIES:**

Fireman Axe: High Lethal & Defense debuff  
 Revolver: High Lethal, short range  
 Resists: Negative Energy  
 Vulnerable: Energy

## **DEATH HEADS**

**Lieutenant: Levels 1-14**

The Death Heads are proven leaders in the Skulls — utter nihilists who worship death in the hopes of eventually defying it. These bloodthirsty, Cold-blooded





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killers are armed to the teeth and resistant to any kind of Negative Energy attacks.

## DEATH HEAD BUCKSHOT

### POWERS/ABILITIES:

Shotgun: AoE cone moderate Lethal & Knockback, short range

Resists: Negative Energy

Vulnerable: Energy

## DEATH HEAD GUNNER

### POWERS/ABILITIES:

Submachine Gun: Minor Lethal & Defense debuff, moderate range

Resists: Negative Energy

Vulnerable: Energy

## BONE DADDY

**Boss: Levels 1-14**

The Skulls' leaders, the Bone Daddies, have become living embodiments of the power of death. They can literally suck the life out of a foe to feed their own spirits. They can also focus the pure darkness of the netherworld into physical attacks that cause massive damage.

### POWERS/ABILITIES:

Siphon Life: Moderate Negative Energy & self heal

Soul Drain: Moderate Negative Energy in AoE & self heal

Gloom: Moderate Negative Energy & Accuracy debuff, moderate range

Smite: Moderate Smashing, Negative Energy, Accuracy debuff

Shadow Punch: Moderate Smashing, Negative Energy, Accuracy debuff

Dark Blast: Moderate Negative Energy & Accuracy debuff, long range

## GRAVEDIGGER QUANTUM GUNNER

**Minion: Levels 1-14**

### POWERS/ABILITIES:

Quantum Array Gun: Slow

Resists: Negative Energy

Vulnerable: Energy

## DEATH HEAD QUANTUM GUNNER

**Lieutenant: Levels 1-14**

### POWERS/ABILITIES:

Quantum Array Gun: Slow

Resists: Negative Energy

Vulnerable: Energy

## BONE DADDY QUANTUM

**Boss: Levels 1-14**

### POWERS/ABILITIES:

Quantum Array Gun: Slow

Resists: Negative Energy

Vulnerable: Energy

## SKY RAIDERS

### LOCATION(S):

Terra Volta, with some showing up in Independence Port. Mission doors for them can be generated anywhere.

### TYPES:

The Sky Raiders are a varied group, with many different types of units.

Raiders are the bulk of the force, and use a variety of weapons — from machine guns and assault rifles to flamethrowers and missile launchers — for ranged attacks, and brawling for melee. Porters are raiders that can teleport. Engineers can place a

shield generator that puts up a dispersion field to add to the defense of every Raider within it. Additionally, the Lieutenants (Captains) use a vicious machete that delivers a great deal of Lethal damage.

Wing Raiders are as above, but also have the ability to hover and fly as needed.

Sky Skiffs are Raider bosses sitting in large flying machines equipped with rocket launchers.

Jump Bot Incinerators are bosses that use flamethrowers and brawling.

On the whole, Sky Raiders have a balance between ranged and melee damage, with most minions doing more ranged than melee, and the Lieutenants doing more melee than ranged.

### TACTICS:

Sky Raiders prefer to engage at range, but are not limited to range-only attacks and are fully capable of delivering melee damage, as well. The best tactic to use against them is to eliminate the Incinerators first, as they deliver damage in a cone and deliver the most damage overall against you. After that, the typical strategy of removing Bosses and Lieutenants first is appropriate.

## JUMP BOTS

**Boss: Levels 20-35**

Jump Bots are a recent addition to the mercenary Sky Raiders' arsenal. Their effectiveness in combat has allowed the Raiders to greatly expand operations. Well armed and armored, the Jump Bots earned their name from their leaping ability, which allows them tremendous maneuverability.



## JUMP BOT INCINERATOR

### POWERS/ABILITIES:

Brawl: Moderate Smashing  
 Flamethrower: AoE cone minor Fire  
 Super Leap  
 Explode: PBAoE moderate Fire, Lethal, & Knockback  
 Resists: Stun, Psionic  
 Immune: Sleep & Fear  
 Vulnerability: Energy

## ASSAULT JUMP BOT

### POWERS/ABILITIES:

Brawl: Moderate Smashing  
 Adv Submachine Gun: Minor Lethal, Defense debuff, very long range  
 Super Leap  
 Explode: PBAoE moderate Fire, Lethal, & Knockback  
 Resists: Stun, Psionic  
 Immune: Sleep & Fear  
 Vulnerability: Energy

## RAIDERS

Minion: Levels 20-25

The basic Sky Raider infantrymen, Assault Raiders are usually found inside buildings where flight packs wouldn't be an asset. They are typically armed with submachine guns, flamethrowers, or other weapons suitable for fighting in confined spaces.

## ASSAULT RAIDER

### POWERS/ABILITIES:

Brawl: Moderate Smashing  
 Machete: High Lethal & Slow  
 Adv Submachine Gun: Minor Lethal, Defense debuff, very long range

## INFERNO RAIDER

### POWERS/ABILITIES:

Brawl: Moderate Smashing  
 Machete: High Lethal & Slow  
 Flamethrower: AoE cone minor Fire

## RAIDER ENGINEER

Minion: Levels 20-35

Sky Raider Engineers can deploy a hovering force field generator to protect nearby troops. They are typically armed with submachine guns, flamethrowers, or other weapons suitable for fighting in confined spaces.

### POWERS/ABILITIES:

Brawl: Moderate Smashing  
 Machete: High Lethal & Slow  
 Adv Submachine Gun: Minor Lethal, Defense debuff, very long range  
 Summon Generator: Place Force Field Generator to protect allies

## WING RAIDER

Minion: Levels 23-35

The iconic soldiers of this mercenary outfit, the Wing Raiders wear advanced flight packs that allow them to soar through the air with the speed and grace of a fighter plane. They're armed with advanced infantry weapons and know how to use them with a professional soldier's effectiveness.

### POWERS/ABILITIES:

Brawl: Moderate Smashing  
 Machete: High Lethal & Slow  
 Adv Assault Rifle: High Lethal & Knockback, very long range  
 Flight

## PORTER

Minion: Levels 23-35

Because they have a relatively small number of men, the Sky Raiders rely on speed and maneuverability to win battles. No one is faster than the Porters, special forces who can teleport directly into or out of battle, allowing them to strike where the enemy's weakest and retreat from dire situations.

### POWERS/ABILITIES:

Brawl: Moderate Smashing  
 Machete: High Lethal & Slow  
 Adv Submachine Gun: Minor Lethal, Defense debuff, very long range  
 Adv Assault Rifle: High Lethal & Knockback, very long range  
 Teleport

## OFFICERS

Lieutenant: Levels 20-35

The Sky Raiders officer corps consists of combat veterans who fought both before and during the Rikti War. They've become disenchanted with the government and its current reliance on super-powered Heroes, but they haven't lost any of their military ability or discipline.

## CAPTAIN

### POWERS/ABILITIES:

Brawl: Moderate Smashing  
 Machete: High Lethal & Slow  
 Adv Assault Rifle: High Lethal & Knockback, very long range





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## WING RAIDER OFFICER

### POWERS/ABILITIES:

Brawl: Moderate Smashing  
Machete: High Lethal & Slow  
Flamethrower: AoE cone minor Fire  
Flight

## SKY SKIFF

Boss: Levels 20-35

The Sky Skiffs are light aircraft whose small size belies their impact on the battlefield. Among the most advanced flying machines ever made, these vehicles are armed with banks of powerful missiles that allow the Sky Raiders to maintain air superiority from a great distance.

### POWERS/ABILITIES:

Chain Gun: Minor Lethal, moderate range  
Missile Launcher: AoE sphere moderate Smashing, Lethal, Knockback, long range  
Flight

## COLONEL DURAY

ArchVillain: Level 25

Colonel Virgil Duray has had a long time to culture his hatred for the Heroes he holds responsible for the Rikti War. In combat with Heroes, he won't give an inch.

### POWERS/ABILITIES:

Smoke Grenade: Vision, Accuracy debuff  
Wide Area Web Grenade: Hold, Slow  
Flamethrower: AoE cone Moderate Fire, moderate range  
Summon Jumbots: Spawns 2 Jumbots at target location

Brawl: Moderate Smashing  
Rifle Butt: Smashing, Fast  
Personal Force Field: Untouchable  
Resists: Knockback, Knockup, Fear, Stun, Sleep, confused  
Flight

## FORCE FIELD GENERATOR

Pet: Levels 1-54

The Sky Raiders have created effective force field generators to protect their fast moving troops.

### POWERS/ABILITIES:

Buff Defenses: Smashing, Lethal, Fire, Cold, Energy, Negative Energy, Stun, Immobilize  
Flight  
Resists: Stun, Psionic, Taunt  
Immune: Sleep & Fear  
Vulnerability: Energy  
Explode: PBAoE moderate Fire, Lethal, & Knockback

## WING QUANTUM RAIDER

Minion: Levels 20-35

### POWERS/ABILITIES:

Quantum Array Gun: Slow  
Flight

## WING RAIDER QUANTUM OFFICER

Minion: Levels 20-35

### POWERS/ABILITIES:

Quantum Array Gun: Slow  
Flight

## QUANTUM JUMP BOT

Boss: Levels 20-35

### POWERS/ABILITIES:

Quantum Array Gun: Slow  
Super Leap  
Explode: PBAoE moderate Fire, Lethal, & Knockback  
Resists: Stun, Psionic  
Immune: Sleep & Fear  
Vulnerability: Energy

## STORM ELEMENTALS

## SQUALL ELEMENTALS

Minion: Levels 41-54

From a distance, the Storm Elementals are a beautiful sight. At close range, however, they're a serious threat. Their Endurance-draining attacks can cripple their enemies.

### POWERS/ABILITIES:

Ion Field: Constant Energy damage when near Elemental  
Flight  
Ion Blast: High Energy damage, Endurance debuff  
Resistance: Elementals resistance

## TEMPEST ELEMENTAL

Lieutenant: Levels 41-54

From a distance, the Storm Elementals are a beautiful sight. At close range, however, they're a serious threat. Their Endurance-draining attacks can cripple their foes, and their ion strikes can disorient heroes, leaving them defenseless.



### **POWERS/ABILITIES:**

Ion Field: Constant Energy damage when near Elemental

Flight

Ion Blast: High Energy damage, Endurance debuff

Resistance: Elementals resistance

Ion Burst: Heavy Energy damage & Endurance debuff in AoE

Ion Strike: Stun

## **CYCLONE ELEMENTAL**

**Boss: Levels 41-54**

From a distance, the Storm Elementals are a beautiful sight. At close range, however, they're a serious threat. Their Endurance-draining attacks can cripple their foes. The most powerful Storm Elementals are able to hold their victims in an ionic embrace, rendering them defenseless.

### **POWERS/ABILITIES:**

Ion Field: Constant Energy damage when near Elemental

Flight

Ion Blast: High Energy damage, Endurance debuff

Resistance: Elementals resistance

Ion Burst: Heavy Energy damage & Endurance debuff in AoE

Ion Strike: Stun

Ionic Embrace: Hold, Endurance Recovery negated

Ion Discharge: Stun

## **THE FAMILY**

### **LOCATION(S):**

The Family is found primarily in Independence Port, though they have spread their influence into Steel Canyon. Heros will get

mission doors for them in most of the other non-hazard zones.

### **TYPES:**

All of the villains in The Family have both ranged and melee attacks, and can be broken into three basic types: Controllers, Tankers and Blasters. Overall, melee damage is vastly greater than ranged.

Controllers are the Consigliere bosses who use their control powers to paralyze Heroes, then use telekinesis to beat them down. While paralyzed, all active powers are turned off, making the Hero vulnerable.

Tankers are the Muscle (Capo Muscle and Button Man Muscle) and the Underboss bosses who use super strength to deliver a lot of damage as well as Knockback and Disorient attacks, which turns off the Heroes' active powers. The Muscles also use pistols at range, and the Underboss has a machine gun.

Blasters are the Gunners (Capo Gunner and Button Man Gunner) that use machine guns and prefer to stay at range, though they also have brawling available if the Hero closes on them, and they typically do not run to remain at range.

Named bosses will use Underboss or Consigliere powers.

### **TACTICS:**

The suggested order of engagement for Family targets: Consigliere, other bosses, Capo Muscle, the rest. The Consiglieres can neutralize Heroes, so they need to be removed. The other bosses and the Capo Muscle inflict lots of damage as well as Knockback and Disorientation, so they need to be removed before the rest of the targets.

## **BUTTON MEN**

**Minion: Levels 5-15, 20-29, 40-54**

Organized crime has always had plenty of competition in Paragon City, but that doesn't stop young street toughs from wanting to swear allegiance to their Don and live like a wise guy. It helps to be a stone Cold killer with a gun, like these guys.

## **BUTTON MAN MUSCLE**

### **POWERS/ABILITIES:**

Boxing: Moderate Smashing, Stun

Kick: Moderate Smashing & Knockback

Automatic Pistol: Moderate Lethal, short range

## **BUTTON MAN BUCKSHOT**

### **POWERS/ABILITIES:**

Shotgun: Cone moderate Lethal & Knockback, short range

## **BUTTON MAN GUNNER**

### **POWERS/ABILITIES:**

Burst (Tommy Gun): Minor Lethal, Defense debuff, moderate range

## **CAPOS**

**Lieutenant: Levels 5-15, 20-29, 45-54**

Each Capo controls his own crew of Button Men. It's a kind of authority you don't earn unless you've proven yourself both ruthless and lucky. Capos save the best weapons and women for themselves and are inevitably smart, tough fighters.





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## CAPO MUSCLE

### POWERS/ABILITIES:

Jab: Moderate Smashing & Stun  
Punch: Moderate Smashing & Knockback  
Haymaker: High Smashing & Knockback  
Automatic Pistol: Moderate Lethal, short range

## CAPO GUNNER

### POWERS/ABILITIES:

Burst (Tommy Gun): Minor Lethal, Defense debuff, long range  
Full Auto (Tommy Gun): Lethal DoT, long range

## UNDERBOSS

**Boss: Levels 20-29, 45-54**

The Underbosses report directly to the Don, and each has control over a number of Capos. In Paragon City, you don't rise to the top without a little super-powered help, and many Underbosses have heightened abilities or access to specialized gear that helps them stay on top in their cutthroat business.

### POWERS/ABILITIES:

Jab: Moderate Smashing & Stun  
Punch: Moderate Smashing & Knockback  
Haymaker: High Smashing & Knockback  
Frag Grenade: Minor Smashing, Lethal & Knockback  
Burst (Tommy Gun): Minor Lethal, Defense debuff, long range  
Full Auto (Tommy Gun): Lethal DoT, long range  
Focus: Buffs to melee and ranged attacks

## CONSIGLIERE

**Boss: Levels 20-29, 45-54**

In Paragon City, you don't become one of the Don's trusted advisors without a little super-powered expertise. Consiglieres have far more subtle powers than their Underboss counterparts, which match their more subtle responsibilities within the Family.

### POWERS/ABILITIES:

Jab: Moderate Smashing & Stun  
Punch: Moderate Smashing & Knockback  
Haymaker: High Smashing & Knockback  
Crush: Minor Smashing, Immobilize, Slow, moderate range  
Gravity Distortion: Hold, Slow, moderate range  
Propel: High Smashing & Knockback, short range

## BUTTON MAN QUANTUM GUNNER

**Minion: Levels 1-54**

### POWERS/ABILITIES:

Quantum Array Gun: Slow

## CAPO QUANTUM GUNNER

**Lieutenant: Levels 1-54**

### POWERS/ABILITIES:

Quantum Array Gun: Slow

## UNDERBOSS QUANTUM GUNNER

**Minion: Levels 1-54**

### POWERS/ABILITIES:

Quantum Array Gun: Slow  
Focus: Buffs to melee and ranged attacks

## THE LOST

### LOCATION(S):

The Lost can be found in significant numbers in Perez Park and Skyway City, as well as in the recesses of Terra Volta and Kings Row.

### TYPES:

The Lost get less human as they get more powerful. There's no real tactical difference between the low-level Minion Scavengers and the more bizarre-looking mutants, you'll just meet them at different security levels.

Headsmen Lieutenants are given access to Rikti technology, so they do formidable hand-to-hand damage with their enormous Rikti blades, as well as having some Stun and Knockback capability with their Energy weapons.

The Lost become a much more significant threat, however, when you start dealing with the Aberrants (low-level bosses) and Anathema (high-level lieutenants). These Lost have significant Psionic powers (you know, the kind virtually no Hero has any significant resistance to), and can easily leave you dazed or asleep at a crucial moment.

Aberrants and Anathema are only the warm-up act, however, for the high-level Pariah bosses. These offer the same sort of Psionic threat as the previous threats, but at a much more dangerous level.

### TACTICS:

Take out Pariahs, Anathema or Aberrants first. Try to keep them too off-balance to use their powers and give them as little time as possible to make you into



a stationary target for the grunts. Try to avoid taking on multiple Psionic bosses, especially when solo, even if they can out favorably. Once the Psionic Villains are out, take out the Headsmen (with their superior damage potential), then the grunts.

Even at low level, Lost tend to spawn in large groups, almost always with a boss present. Anything you can do for crowd control will be a sorely needed edge, from taunting stragglers away from the group to advanced mez and root powers.

## SCROUNGER

Minion: Levels 5-19

Despite their bedraggled appearance, Scroungers are actually very dangerous opponents. The Lost are organized much like a street gang or organized crime syndicate, though their weapons are often of surprisingly good quality.

## SCROUNGER BRAWLER

### POWERS/ABILITIES:

Brawl: Moderate Smashing

Revolver: High Lethal, short range

## SCROUNGER SLICER

### POWERS/ABILITIES:

Knife: Moderate Lethal

Revolver: High Lethal, short range

## SCROUNGER CHOPPER

### POWERS/ABILITIES:

Fireman Axe: High Lethal & Defense debuff

Revolver: High Lethal, short range

## SCROUNGER SLUGGER

### POWERS/ABILITIES:

Baseball Bat: High Smashing

Revolver: High Lethal, short range

## SCROUNGER SLAMMER

### POWERS/ABILITIES:

Sledgehammer: High Smashing & Knockback

Revolver: High Lethal, short range

## SCROUNGER BUCKSHOT

### POWERS/ABILITIES:

Shotgun: AoE cone, moderate Lethal & Knockback, short range

## SCROUNGER GUNNER

### POWERS/ABILITIES:

Submachine Gun: Minor Lethal & Defense debuff, moderate range

## MUTATIONS

Minion: Levels 20-29

After a few months in the service of the Lost, members begin to mutate, becoming distorted, grotesque looking men. Although they still use the same weapons as the Scroungers, their mutations give them increased strength and resilience, making them much more dangerous.

## MUTATE BRAWLER

### POWERS/ABILITIES:

Brawl: Moderate Smashing

Revolver: High Lethal, short range

## MUTATE SLICER

### POWERS/ABILITIES:

Knife: Moderate Lethal

Revolver: High Lethal, short range

## MUTATE SLUGGER

### POWERS/ABILITIES:

Baseball Bat: High Smashing

Revolver: High Lethal, short range

## MUTATE SLAMMER

### POWERS/ABILITIES:

Sledgehammer: High Smashing & Knockback

Revolver: High Lethal, short range

## MUTATE CHOPPER

### POWERS/ABILITIES:

Fireman Axe: High Lethal & Defense debuff

Revolver: High Lethal, short range+C2087

## MUTATE BUCKSHOT

### POWERS/ABILITIES:

Shotgun: AoE cone, moderate Lethal & Knockback, short range

## MUTATE GUNNER

### POWERS/ABILITIES:

Submachine Gun: Minor Lethal & Defense debuff, moderate range

## HEADMEN

Lieutenant: Levels 5-19

Mutates are fearsome, dedicated fighters, and their leaders, the Headmen, prefer to be in the thick of the fighting. Headmen have more advanced mutations than their followers, and they're not





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afraid to charge into combat with anyone who stands in their path.

## HEADMAN SWORDSMAN

### POWERS/ABILITIES:

Rikti Sword: High Lethal & Stun

Revolver: High Lethal, short range+C2087

## HEADMAN BLASTER

### POWERS/ABILITIES:

Rikti Pistol: Moderate Energy & Stun, moderate range

## HEADMAN RIFLEMAN

### POWERS/ABILITIES:

Rikti Rifle: High Energy, Knockback & Stun, moderate range

## ANATHEMA

Lieutenant: Levels 20-29

The Anathema are members of the Lost who have undergone substantial mutation, becoming huge creatures that are barely recognizable as humans. They engage their foes with an unnatural brutality, using whatever weaponry they can find.

### POWERS/ABILITIES:

Brawl: Moderate Smashing

Rikti Sword: High Lethal & Stun

Telekinetic blast: Moderate Smashing, Psionic, & Knockback, long range

Psychic Scream: AoE cone moderate Psionic & Slow, moderate range

Will Domination: High Psionic & Sleep, long range

Subdue: High Psionic & Immobilize, long range

Mental Blast: Moderate Psionic & Slow, long range

Resists: Sleep, Hold, Stun, Knockup, Knockback

## ABERRANTS

Boss: Levels 5-19

The leaders of the Anathema have fully mutated minds that allow them to project their indomitable will onto others. They can use these powers to Immobilize, hypnotize, or even dominate lesser wills.

## ABERRANT RECTOR

The Rectors are the masters of one-on-one conversions; their persuasive abilities work best on a single target.

### POWERS/ABILITIES:

Brawl: Moderate Smashing

Rikti Sword: High Lethal & Stun

Mesmerize: Moderate Psionic & Sleep, long range

Mental Blast: Moderate Psionic & Slow, long range

Dominate: Hold, moderate range

Resists: Sleep, Hold, Stun, Knockup, Knockback

## ABERRANT EREMITE

The Eremites are the preachers of the Lost. Their psychic abilities allow them to entrance crowds of possible converts.

### POWERS/ABILITIES:

Brawl: Moderate Smashing

Rikti Sword: High Lethal & Stun

Mass Hypnosis: AoE sphere, Sleep, moderate range

Mental Blast: Moderate Psionic & Slow,

long range

Total Domination: AoE sphere, Immobilize, moderate range

Resists: Sleep, Hold, Stun, Knockup, Knockback

## PARIAHS

Boss: Levels 20-29

The most fully mutated Lost, the Pariahs no longer bear any resemblance to the humans they once were. They've become true monsters, although it's not their claws you should Fear — it's their prodigious psychic powers, which can rend an opponent's mind faster than any claw can tear flesh.

## PARIAH PRELATE

### POWERS/ABILITIES:

Brawl: Moderate Smashing

Rikti Sword: High Lethal & Stun

Mesmerize: Moderate Psionic & Sleep, long range

Mental Blast: Moderate Psionic & Slow, long range

Dominate: Hold, moderate range

Resists: Sleep, Hold, Stun, Knockup, Knockback

## PARIAH ANCHORITE

### POWERS/ABILITIES:

Brawl: Moderate Smashing

Rikti Sword: High Lethal & Stun

Mass Hypnosis: AoE sphere, Sleep, moderate range

Mental Blast: Moderate Psionic & Slow, long range

Total Domination: AoE sphere, Immobilize, moderate range

Resists: Sleep, Hold, Stun, Knockup, Knockback



## MUTATE QUANTUM GUNNER

Minion: Levels 1-54

### POWERS/ABILITIES:

Quantum Array Gun: Slow

## QUANTUM GUNNER

Lieutenant: Levels 1-54

### POWERS/ABILITIES:

Quantum Array Gun: Slow

## PARIAH ANCHORITE QUANTUM

Minion: Levels 1-54

### POWERS/ABILITIES:

Quantum Array Gun: Slow

Resists: Sleep, Hold, Stun, Knockup, Knockback

## TROLLS

### LOCATION(S):

The Trolls' home is the alleys and street corners of the Skyway, though they can be found in Boomtown, Steel Canyon and Kings Row.

### TYPES:

There's only one type of Troll, the thug.

All Trolls carry the standard thug weapons, like pistols, shot guns and machine guns. The lieutenants, the Gardvord, also have a superstrength power set and are quite a frightening change from the standard thug, as they slam haymakers on unsuspecting Heroes. Bosses are Ogres and Calibans, who have the same power sets as the Gardvord.

### TACTICS:

Take out the bosses, then the lieutenants, or they will put most of your Heroes on the pavement with their Knockdown attacks. Then clean up the rest.

## TROLLKIN

Minion: Levels 5-10

The Trolls have abused their bodies with a particularly dangerous drug called Superadine. It has begun to literally turn them into monsters: These low ranking gang members aren't showing many signs of changing, but that doesn't stop them from acting like beasts.

## TROLLKIN BRAWLER

### POWERS/ABILITIES:

Brawl: Moderate Smashing

Heavy Revolver: High Lethal & Knockback, moderate range

## TROLLKIN BRUISER

### POWERS/ABILITIES:

Boxing: Moderate Smashing & Stun

Heavy Revolver: High Lethal & Knockback, moderate range

## TROLLKIN SLUGGER

### POWERS/ABILITIES:

Baseball Bat: High Smashing

Revolver: Moderate Lethal & Knockback, moderate range, inaccurate

## TROLLKIN SLAMMER

### POWERS/ABILITIES:

Sledgehammer: High Smashing & Knockback

Revolver: Moderate Lethal & Knockback, moderate range, inaccurate

## JUTAL

Lieutenant: Levels 5-10

After enough abuse of the dangerous drug called Superadine, A Troll will start to show some body-changing effects. These Brutes are starting to develop superior strength and power, although nothing like their more veteran kin.

### POWERS/ABILITIES:

Resistance: Resistance

Submachine Gun: Minor Lethal & Defense debuff, moderate range

Jab: Moderate Smashing & Stun

## TROLLKIN GUNNER

Minion: Levels 11-20

### POWERS/ABILITIES:

Resistance: Resistance

Submachine Gun: Minor Lethal & Defense debuff, moderate range

Jab: Moderate Smashing & Stun

## TROLLKIN BUCKSHOT

Minion: Level 11-20

### POWERS/ABILITIES:

Resistance: Resistance

Jab: Moderate Smashing & Stun

Shotgun: AoE cone moderate Lethal & Knockback, short range





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### GARDUORD

Lieutenant: Levels 11-20

Veteran Trolls have been around long enough to feel some positive effects from their body-changing drugs. Like the trolls of legend, they have become exceptionally fast healers, making them very difficult to kill.

#### POWERS/ABILITIES:

Resistance: Resistance  
Regeneration  
Punch: Moderate Smashing & Knockback  
Hurl: Moderate Smashing & Knockback  
Integration: Resist Knockback, Knockup, Stun, Hold, Immobilize, Sleep

### SUPA TROLL

Lieutenant: Levels 13-19

This is the Supa Trolls' moment of glory, for they have become what every Troll wants to be: pure incarnations of bestial fury. They have taken so much Superadine, their strength is simply amazing.

#### POWERS/ABILITIES:

Resistance: Resistance  
Regeneration  
Hurl Boulder: High Smashing & Knockback, moderate range  
Foot Stomp: Moderate Smashing & Knockback  
Punch: Moderate Smashing & Knockback  
Invincibility: Defense buff Smashing, Lethal, Fire, Cold, Energy, Negative Energy  
Haymaker: High Smashing & Knockback

### OGRE AND CALIBAN

Boss: Levels 5-20

The leaders of the Trolls have developed truly superhuman abilities. Not only do they heal fast and resist a variety of damage types, they're also capable of feats of tremendous strength. As a result, they have no need for weapons of any kind.

#### OGRE

##### POWERS/ABILITIES:

Resistance: Resistance  
Regeneration  
Hurl Boulder: High Smashing & Knockback, moderate range  
Stone Spears: Moderate Lethal  
Rock Armor: Adds high Smashing & Lethal Defense  
Stone Fist: Moderate Smashing & Stun  
Stone Mallet: High Smashing & Knockback

#### CALIBAN

##### POWERS/ABILITIES:

Resistance: Resistance  
Regeneration  
Hurl Boulder: High Smashing & Knockback, moderate range  
Foot Stomp: Moderate Smashing & Knockback  
Punch: Moderate Smashing & Knockback  
Invincibility: Defense buff Smashing, Lethal, Fire, Cold, Energy, Negative Energy  
Haymaker: High Smashing & Knockback

#### ATTA

Boss: Levels 10-15

Leadership within the Trolls is determined largely based on a never-ending game of King of the

Hill. The fearsome Atta won his position by defeating seven of the Trolls' former leaders in combat, mortally wounding three of them. Since that day, many Trolls have tried to dethrone him, but none have yet succeeded.

#### POWERS/ABILITIES:

Temp Invulnerability: High resists Smashing & Lethal  
Seismic Smash: Very high Smashing & Hold  
Regeneration  
Haymaker: High Smashing & Knockback  
Stone Spears: Moderate Lethal  
Hurl Boulder: High Smashing & Knockback, moderate range  
Punch: Moderate Smashing & Knockback  
Fault: AoE sphere moderate Knockup & Stun, short range  
Resistance: Resistance  
Tremor: PB AoE moderate Smashing & Knockback

### TROLLKIN QUANTUM GUNNER

Minion: Levels 5-20

#### POWERS/ABILITIES:

Resistance: Resistance  
Quantum Array Gun: Slow

### GARDUORD QUANTUM

Minion: Levels 5-20

#### POWERS/ABILITIES:

Resistance: Resistance  
Quantum Array Gun: Slow  
Regeneration  
Integration: Resist Knockback, Knockup, Stun, Hold, Immobilize, Sleep



## CALIBAN QUANTUM

Minion: Levels 5-20

### POWERS/ABILITIES:

Resistance: Resistance

Regeneration

Invincibility: Defense buff Smashing, Lethal, Fire, Cold, Quantum Array Gun: Slow

## TSOO

### LOCATION(S):

The Tsoo are located primarily on Talos Island and in Independence Port, with a small presence in Dark Astoria and Steel Canyon. Mission doors for them may be generated anywhere.

### TYPES:

There are five basic types of Tsoo. Enforcers, Sorcerers, Ink Men, Ancestor Spirits and Bosses.

Enforcers are katana- or bow-wielding Scrappers with a ranged shiruken attack that is much smaller than their melee.

Sorcerers use teleportation to stay out of range, pop back to heal their allies, use maelstrom and paralyze to knock back or freeze Heroes, and have an effective melee attack. These need to be the highest priority, even over the bosses, because two or more Sorcerers can fully heal their allies, then paralyze the Heroes before teleporting away, prolonging the combat unnecessarily.

Ink Men (Yellow, Green and Red) have minimal ranged damage capabilities, but all can mez, Sleep and Disorient both at range and via melee. Yellow Ink Men use Kama and brawling, while Green and Red Ink Men use energy melee, all for significant damage

on top of the debilitating effects. In addition, Red Ink Men use enhanced speed and leaping and will pursue a fleeing Hero for great distances.

Ancestor Spirits are flying, super-strength-using Tankers, who regularly employ haymaker and hand-clap to knock down and Stun Heroes, as well as delivering significant amounts of melee damage. They have no known ranged attack, but their ability to fly makes them difficult to keep at range and pursue when they flee. Tsoo bosses are wild cards with a variety of powers and capabilities from pretty much every possible power set, including storm control, fire control, lightning melee and a plethora of Disorienting and Stunning powers and massive melee attacks. Their ranged damage is always far less than their melee, though many use ranged energy attacks of some form. Some have Stun effects attached, so any Tsoo boss should be approached warily.

### TACTICS:

When engaging the Tsoo, it is imperative to properly identify every target in the group, because many of the bosses look like sorcerers or enforcers, and failing to properly identify them before engaging a group can lead to a rude awakening in the local hospital. Sorcerers should be the primary target, but don't pursue them when they teleport. Attempt to Disorient and defeat them as fast as possible, but if one teleports away simply switch targets to any other opponent, damage it, and the Sorcerer will instantly return to heal it. Failure to remove the Sorcerers from the equation can unnecessarily lengthen the combat and put you or your team at greater risk.

After that, the bosses and Ink Men need to be dealt with, usually with about equal priority, because of their combined melee damage and incapacitating attacks. Once they are removed, the rest of the opponents are simple melee and can be dispatched in no particular order.

## PHA

Minion: Levels 15-22

The Pha, or Enforcers, are the foot soldiers of the Tsoo. They have yet to receive magical tattoos, and so must rely on their own strength and their weaponry. They train constantly and are especially deadly in close combat situations.

## EAGLE ENFORCER

### POWERS/ABILITIES:

Brawl: Moderate Smashing

Kama: Moderate Lethal & Accuracy debuff

Bow: High Lethal, moderate range  
Super Leap

## TIGER ENFORCER

### POWERS/ABILITIES:

Brawl: Moderate Smashing

Claws: Moderate Lethal

Shuriken: Moderate Lethal, short range  
Super Leap

## SERPENT ENFORCER

### POWERS/ABILITIES:

Brawl: Moderate Smashing

Sai: Moderate Lethal & Accuracy debuff

Shuriken: Moderate Lethal, short range  
Caltrops: DoT, Slow  
Super Leap





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## DRAGON ENFORCER

### POWERS/ABILITIES:

Brawl: Moderate Smashing  
Slash: High Lethal, Defense debuff  
Hack: Moderate Lethal, Defense debuff  
Shuriken: Moderate Lethal, short range  
Super Leap

## CRANE ENFORCER

### POWERS/ABILITIES:

Thunder Kick: Moderate Smashing  
Wolf Punch: Moderate Smashing, Stun  
Bow: High Lethal, moderate range  
Super Leap

## INK MEN

Minion: Levels 19-22 (Yellow),  
23-26 (Green), 27-29 (Red)

The enchanted inks used in Tsoo tattoos grant these soldiers special powers. The yellow ink enhances the Tsoo's agility and dexterity, allowing him to strike with superhuman Accuracy and Speed. Yellow Ink Men are formidable martial artists. The green ink enhances a Tsoo's strength, giving him powerful hand to hand attacks that can easily render a victim unconscious. The red ink empowers the Tsoo with the ability to drain the strength and energy from a victim and add it to his own. Red Ink Men are masters of using an opponent's strengths against him.

## EAGLE YELLOW INK MAN

### POWERS/ABILITIES:

Brawl: Moderate Smashing  
Kama: Moderate Lethal & Accuracy

debuff

Mesmerize: Moderate Psionic, Sleep,  
long range  
Dominate: Hold, moderate range  
Super Leap  
Hi Resistance: Poison

## SERPENT YELLOW INK MAN

### POWERS/ABILITIES:

Brawl: Moderate Smashing  
Sai: Moderate Lethal & Accuracy  
debuff  
Mesmerize: Moderate Psionic, Sleep,  
long range  
Dominate: Hold, moderate range  
Super Leap  
Hi Resistance: Poison

## TIGER YELLOW INK MAN

### POWERS/ABILITIES:

Brawl: Moderate Smashing  
Claws: Moderate Lethal  
Mesmerize: Moderate Psionic, Sleep,  
long range  
Dominate: Hold, moderate range  
Super Leap  
Hi Resistance: Poison

## DRAGON YELLOW INK MAN

### POWERS/ABILITIES:

Brawl: Moderate Smashing  
Slash: High Lethal, Defense debuff  
Hack: Moderate Lethal, Defense debuff  
Mesmerize: Moderate Psionic, Sleep,  
long range  
Dominate: Hold, moderate range  
Super Leap  
Hi Resistance: Poison

## GREEN INK MEN

### POWERS/ABILITIES:

Whirling Hands: Moderate Smashing,  
Energy, & Stun  
Stun: Minor Smashing, Energy, & Stun  
Barrage: Moderate Smashing, Energy,  
& Stun  
Energy Punch: Moderate Smashing,  
Energy, & Stun  
Shuriken: Moderate Lethal, short range  
Bow: High Lethal, moderate range  
Super Leap  
Hi Resistance: Poison

## SERPENT RED INK MEN

### POWERS/ABILITIES:

Brawl: Moderate Smashing  
Sai: Moderate Lethal & Accuracy  
debuff  
Shuriken: Moderate Lethal, short range  
Siphon Speed: Slow target, Speed self  
Siphon Power: Damage debuff, all  
types  
Super Leap  
Hi Resistance: Poison

## EAGLE RED INK MEN

### POWERS/ABILITIES:

Brawl: Moderate Smashing  
Kama: Moderate Lethal & Accuracy  
debuff  
Bow: High Lethal, moderate range  
Siphon Speed: Slow target, Speed self  
Siphon Power: Damage debuff, all  
types  
Super Leap  
Hi Resistance: Poison



## TIGER RED INK MAN

### POWERS/ABILITIES:

Brawl: Moderate Smashing  
Claws: Moderate Lethal  
Shuriken: Moderate Lethal, short range  
Siphon Speed: Slow target, Speed self  
Siphon Power: Damage debuff, all types  
Super Leap  
Hi Resistance: Poison

## DRAGON RED INK MEN

### POWERS/ABILITIES:

Brawl: Moderate Smashing  
Slash: High Lethal, Defense debuff  
Hack: Moderate Lethal, Defense debuff  
Shuriken: Moderate Lethal, short range  
Siphon Speed: Slow target, Speed self  
Siphon Power: Damage debuff, all types  
Super Leap  
Hi Resistance: Poison

## QUANTUM RED INK MAN

Minion: Levels 15-29

### POWERS/ABILITIES:

Quantum Array Gun: Slow  
Super Leap  
Hi Resistance: Poison

## SORCERER

Lieutenant: Levels 15-29

The Tsoo sorcerers are the most in touch with the Ancestor Spirits that provide the Tsoo their magic and power. They have a wide variety of powers that allow them to either attack whole groups of enemies or aid large numbers of

friends, making them potent support players in any fight.

### POWERS/ABILITIES:

Brawl: Moderate Smashing  
Petrifying Gaze: Hold, moderate range  
Darkest Night: High Damage debuff all  
Teleport  
Chill of the Night: PBAoE minor Negative Energy & Accuracy  
Hurricane: PBAoE Accuracy debuff & Knockback  
O2 Boost: Ally heal, resist Stun, Immobilize, Confusion, Sleep

## ANCESTOR SPIRIT

Lieutenant: Levels 15-29

The monstrous Ancestor Spirits are physical manifestations of the long-dead Tsoo progenitors. They're incredibly strong and tough in combat, but they're also wily. They have the ability to become intangible at will, making them slippery opponents to pin down in a fight.

### POWERS/ABILITIES:

Handclap: PBAoE Stun & Knockback  
Punch: Moderate Smashing & Knockback  
Haymaker: High Smashing & Knockback  
Resistance: Sleep, Fear, Slow, Hold  
Ethereal  
Flight

## DRAGON FLY

Boss: Levels 15-19

The Dragonfly Order concentrates on the power of a few key hand to hand techniques, and on extending their inner power to control the forces of wind and rain.

### POWERS/ABILITIES:

Flight  
Thunder Kick: Moderate Smashing & Stun  
Shuriken: Moderate Lethal, short range  
Storm kick: Minor Smashing  
Hurricane: PBAoE Accuracy debuff & minor Negative Energy  
Super Leap  
Hi Resistance: Poison

## IRON HANDS

Boss: Levels 15-19

Masters of the Iron Hand technique have trained their fists to break metal. They have detailed knowledge of human pressure points, which they use to drain the life from a foe and replace their own energies.

### POWERS/ABILITIES:

Shuriken: Moderate Lethal, short range  
Hand Clap: PBAoE Stun & Knockback  
Cobra Strike: Minor Smashing & Stun  
Haymaker: High Smashing & Knockback  
Shuriken: Moderate Lethal, moderate range  
Super Leap  
Hi Resistance: Poison







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## BRONZE LEOPARD

**Boss: Levels 15-19**

Bronze Leopard Masters use claw-like weapons to deadly effect. They disdain the more spectacular uses of Tsoo power, preferring to concentrate on physical techniques.

### POWERS/ABILITIES:

Slash: High Lethal, Defense debuff  
Shuriken: Moderate Lethal, moderate range  
Swipe: Moderate Lethal  
Strike: Moderate Lethal  
Spin: Moderate Lethal  
Super Leap  
Hi Resistance: Poison

## SWIFT STEEL

**Boss: Levels 18-22**

The Swift Steel school emphasizes speed of body and of blade. Masters of the school's techniques can extend their inner power to alter the speed and rhythms of combat, slowing and limiting the power of their foes.

### POWERS/ABILITIES:

Katana Hack: High Lethal, Defense debuff  
Shuriken: Moderate Lethal, moderate range  
Siphon Speed: Slow target, Speed self  
Quick: Speed self  
Whirling Katana: High Lethal, Defense debuff  
Katana Slash: High Lethal, Defense debuff  
Siphon Power: Debuff dmg target, buff dmg self  
Super Leap  
Hi Resistance: Poison

## ICE WIND

**Boss: Levels 18-22**

Through special alchemies and meditations, masters of the Ice Wind technique have taken on the powers of winter's fiercest storms. Their chilling techniques can leave a foe frozen and helpless beneath an onslaught of ice.

### POWERS/ABILITIES:

Ice Bolt: Minor Smashing, Cold, Slow, moderate range  
Frozen Fists: Moderate Smashing & Cold, Slow  
Storm Kick: Moderate Smashing  
Frost: AoE cone moderate Cold & Slow  
Snow Storm: AoE Slow, moderate range  
Frost Breath: AoE cone moderate Cold & Slow, moderate range  
Super Leap  
Hi Resistance: Poison

## MIDNIGHT

**Boss: Levels 18-22**

The Midnight Order draws its fearsome might from the darkest places within the spirit, amplifying and focusing this darkness into a number of devastating attacks.

### POWERS/ABILITIES:

Katana Hack: High Lethal, Defense debuff  
Midnight Grasp: Moderate Neg Energy, Immobilize, Accuracy debuff  
Whirling Katana: High Lethal, Defense debuff  
Katana Slash: High Lethal, Defense debuff  
Smite: Moderate Smashing, Neg Energy, Accuracy debuff  
Shadow Punch: Moderate Smashing, Negative Energy, Accuracy debuff

Dark Blast: Moderate Negative Energy & Accuracy debuff, long range

Super Leap

Hi Resistance: Poison

## DEATH MOON

**Boss: Levels 21-25**

Masters of the Death Moon school have learned to tap into the powers of life and death. They can draw out an enemy's life, or concentrate the negative energies of the spirit to grant themselves power.

### POWERS/ABILITIES:

Siphon Life: Moderate Negative Energy, heal self, Accuracy debuff  
Gloom: Moderate Negative Energy, Accuracy debuff  
Life Drain: Moderate Negative Energy, heal self, Accuracy debuff  
Smite: Moderate Smashing, Negative Energy, Accuracy debuff  
Shadow Punch: Moderate Smashing, Negative Energy, Accuracy debuff  
Super Leap  
Hi Resistance: Poison

## LIGHTNING BLADE

**Boss: Levels 21-25**

Lightning Blade techniques concentrate on mastering the chaotic powers of electricity and matching it with fearsome sword skills. A disciple of the Lightning Blade school can channel the power of lightning into every attack.

### POWERS/ABILITIES:

Lightning Bolt: High Energy, Endurance drain, moderate range  
Ball Lightning: AoE, minor Energy & Endurance drain, moderate range  
Charged Brawl: Moderate Smashing, Energy, Endurance drain



Lightning Katana Slash: High Lethal, Defense debuff

Lightning Katana Hack: High Lethal, Defense debuff

Super Leap

Hi Resistance: Poison

## **FIRE DAGGER**

**Boss: Levels 21-25**

Masters of the art of the Fire Dagger have suffused their internal energies with the power of flame. Fire comes to their fingertips at a whim, allowing them to devastate their foes.

### **POWERS/ABILITIES:**

Fire Ball: AoE sphere moderate Smashing, Fire, & Knockback, moderate range

Fire Smash: Moderate Smashing & Fire

Flares: Moderate Fire, moderate range

Fire Sword: Moderate Lethal & Fire

Super Leap

Hi Resistance: Poison

## **LOST SON**

**Boss: Levels 24-28**

The powerful strikes of the Lost Son technique are used in conjunction with deadly knowledge of human pressure points. Masters of this technique can easily cripple and incapacitate their foes.

### **POWERS/ABILITIES:**

Crane Kick: High Smashing & Knockback

Blind: Immobilize, Stun

Shuriken: Moderate Lethal

Crippling Axe Kick: Moderate Smashing, Immobilize, Slow

Eagles Claw: High Smashing, Lethal, Stun

Super Leap

Hi Resistance: Poison

## **DEATH'S HEAD**

**Boss: Levels 24-28**

The Death's Head Order has mastered and fused techniques from both the Midnight and Death Moon schools. The order's disciples are masters of a devastating martial art based around control of darkness and shadow: It is said they can kill without even striking.

### **POWERS/ABILITIES:**

Dark Katana Slash: Moderate Lethal, Negative Energy, Accuracy debuff

Gloom: Minor Negative Energy, Accuracy debuff

Shadow Maul: Moderate Negative Energy, Smashing, Accuracy debuff

Life Drain: Moderate Negative Energy, Accuracy debuff, self heal

Chill of the Night: PBAoE minor Negative Energy, Accuracy debuff

Dark Katana Hack: Moderate Lethal, Negative Energy, Accuracy debuff

Super Leap

Hi Resistance: Poison

## **VIROIDIAN FEAR**

**Boss: Levels 24-28**

The Viridian Fear techniques are based around amplifying and controlling the power of Fear itself. A Viridian Fear master can use shadow techniques to manifest the very fears of his enemies.

### **POWERS/ABILITIES:**

Petrifying Gaze: Hold, moderate range

Tenebrous Tentacles: AoE cone, moderate Smashing, Negative Energy, Immobilize, Accuracy debuff, short range

Smite: Moderate Smashing, Negative Energy, Accuracy debuff

Shadow Punch: Moderate Smashing, Negative Energy, Accuracy debuff

Super Leap

Hi Resistance: Poison

## **COPPER SERPENT**

**Boss: Levels 26-29**

Members of the Copper Serpent Order suffuse their bodies with toxins to utilize their deadly poison-based martial art. Masters of the style gain the dreaded Body Fang ability, and can create poison thorns on their skin at will.

### **POWERS/ABILITIES:**

Barb Swipe: Moderate Lethal, Slow, Immobilize

Lunge: Moderate Lethal, Slow, Immobilize

Spine Throwing: AoE cone, moderate Lethal, Slow, Immobilize, Impale: Moderate Lethal, Slow, Immobilize, short range

short range

Super Leap

Hi Resistance: Poison

## **FAR FIRE**

**Boss: Levels 26-29**

The Far Fire style utilizes the Tsoo's internal energy to burn the very air. Far Fire masters can hurl flame at enemies to burn, blind, or entrap them.

### **POWERS/ABILITIES:**

Flares: Moderate Fire, moderate range

Fire Katana Hack: High Lethal, Fire, Defense debuff

Fire Katana Slash: High Lethal, Fire, Defense debuff

Flashfire: AoE minor Fire, Stun, moderate range

Ring of Fire: Minor Fire, Immobilize, moderate range

Super Leap

Hi Resistance: Poison





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## CRESCENT

**Boss: Levels 26-29**

Masters of the Crescent style have learned to tap into the very power of the universe itself and focus it through their own bodies. This power enhances their strength and allows them to alter reality around their foes.

### POWERS/ABILITIES:

Crane Kick: High Smashing, Knockback  
Crush: Moderate Smashing, Immobilize, Slow, moderate range  
Gravity Distortion: Hold, moderate range  
Propel: High Smashing, Knockback, moderate range  
Cobra Strike: Minor Smashing, Stun  
Eagles Claw: High Smashing, Stun, Lethal  
Super Leap  
Hi Resistance: Poison

## HERALD

**Boss: Levels 26-29**

The masters called Heralds have sharpened their mental focus to a deadly weapon. They can use the power of their will to render their enemies helpless before their weapons.

### POWERS/ABILITIES:

Mesmerize: Moderate Psionic, Sleep, long range  
Kama: Moderate Lethal, Accuracy debuff  
Dominate: Hold, moderate range  
Sai: Moderate Lethal, buff Defense  
Super Leap  
Hi Resistance: Poison

## SKY FALL

**Boss: Levels 26-29**

The Sky Fall technique requires incredible internal power to master. Those who have attained it become elemental forces empowered with the might of the storm.

### POWERS/ABILITIES:

Bow: High Lethal, moderate ranged  
Katana Hack: High Lethal, Defense debuff  
Thunder Clap: PBAoE sphere Stun  
Lightning Storm: Summon storm  
Thunder Strike: Very high Smashing, Stun  
Katana Slice: High Lethal, Defense debuff  
Lightning Clap: PBAoE, Stun, Knockback  
Whirling Katana: High Lethal, Defense debuff  
Katana Slash: High Lethal, Defense debuff  
Snow Storm: AoE Slow, moderate range  
Hurricane: PBAoE Accuracy debuff, Knockback  
Super Leap  
Hi Resistance: Poison

## TUATHA DE DANNIN

### WARRIOR

**Minion: Level 25-34**

The Warriors are the frontline troops of the Tuatha de Dannan. They are relentless in their efforts to keep down their ancient enemies, the Fir Bolg.

### POWERS/ABILITIES:

Smash: Moderate Smashing & Knockback

Head Butt: Moderate Smashing & Knockback

Earth Expulsion: Energy damage, ranged

## CHAMPION

**Lieutenant: Levels 25-34**

The Champions of the Tuatha de Dannan are big, bulky brutes, capable of tearing most people in half. They have distinguished themselves by acts of great strength and courage, and many of the Tuatha look to them as leaders.

### POWERS/ABILITIES:

Smash: Moderate Smashing & Knockback  
Head Butt: Moderate Smashing & Knockback  
Earth's Embrace: Self heal  
Quicksand: Summon Quicksand; Slow, negate Flight  
Root Throw: Moderate Smashing, Knockback, negate Flight  
Tremor: Moderate Smashing & Knockback

## BRES

**Boss: Levels 25-34**

The original Bres was a hero of the Tuatha de Dannan. Here in Croatoa, many of the creatures have earned the right to carry his name. They lead their fellow creatures in the effort to wipe out the Fir Bolg.

### POWERS/ABILITIES:

Smash: Moderate Smashing & Knockback  
Head Butt: Moderate Smashing & Knockback  
Earth Expulsion: Energy damage, ranged  
Earth's Embrace: Self heal  
Seismic Smash: Very high Smashing &



Hold

Stump Toss: Moderate Smashing, Knockback, negate Flight

Animate Stone: Summon stone warrior, immune to Psionic, hi resist to Sleep, Immobilize, Stun and Hold

Fault: AoE sphere moderate Knockup & Stun, short range

## TYRANT

**ArchVillain: Levels 50-54**

This power-hungry version of Statesman believes firmly that Might Makes Right. He has conquered his world and like a modern-day Alexander he is now turning his eye to ours. Tyrant rules with heavy hand, and it is only through the fanatic loyalty of Neuron and his creations that Tyrant retains his throne so easily.

### POWERS/ABILITIES:

Whirling Hands: Moderate Smashing, Energy & Knockback

Flight

Temp Invulnerability: High resists Smashing & Lethal

Laser Beam Eyes: Moderate Energy & Knockback

Stun: Minor Smashing, Energy & Stun

Bone Smasher: Moderate Smashing, Energy & Knockback

Energy Punch: Moderate Smashing, Energy & Knockback

Total Focus: High Energy, Smashing, Stun & Knockup

Major Defenses: All

Minor Resists: All

Escape: Vanish (teleport)

## VAHZILOK

Dr. Vahzilok and his crazed minions are a minor organization, but you will become intimate with

their nefarious plots well before they stop plaguing you (no pun intended). You stop hearing about Doc V and his shambling brood around 19th, but by that time you've picked up a couple of souvenirs from thwarted schemes along the way. Following the story arcs through your contacts, eventually you can come face to face with the good doctor, putting a final chapter to this organization. Here are some notes and tactics to bear in mind when going up against Dr. Vahzilok's cult.

Target Embalmed Cadavers and Abominations first. These minions will hunch down and — if left uninterrupted — explode, consuming themselves and damaging enemies (that's you) in a large radius. Keep them on the ground or keep interrupting them constantly with quick attacks, and pour on the firepower to take them out first. This is especially true in groups, where one can go unnoticed and suicide bomb your group. For a Tanker, that's not a huge concern. For a Controller or Blaster, it's definitely something you want to avoid. Hit points disappear fast if Embalmed aren't kept off guard. More importantly than the potential fireball is the fact that they are effectively kill-stealing themselves. Experience is awarded for damage done, so you must fully defeat them to gain full experience. Of course, the opposite tactic can be used; hitting them once and running away when you see them prepare for ignition. The experience value is low, but can result in thinning out a pack of Vahzilok for easier or faster wins. (Unfortunately, they don't damage allies when they go boom.) This tactic is handy in a timed mission where you might be down to the wire. Aside from their tendency to explode in a hellish blast, that act

exactly like other Cadavers and Abominations.

Cadavers and Abominations are the rank and file minions. They hit hard, have ranged shots (which can DoT you), and Tanker-esque defenses. All in all though, they are fairly straightforward brawlers.

Reapers are the first lieutenants you meet. With crazed glee, they torment and stalk the citizens of Paragon City, looking for parts for their creations. They use crossbows for range, with a secondary effect of slowing your foot speed. One hit isn't a concern, but like all debuffs, the effect stacks. Being targeted by several Reapers can turn you into a slow-moving pincushion. If you're then surrounded and slapped down by Abominations, it will quickly result in laying you out flat. Melee isn't a much better option. Switching from the crossbow, they draw large bonesaws. Bonesaws hurt a lot if you're a Tanker or Scrapper; as a Controller or Blaster you will want to keep track of where your arm flew for later.

Mortificators are generally one level above Reapers when you encounter them together or in missions. They're basically the same as Reapers, only slightly tougher. Oh, and one more thing ... they can resurrect their friends. Morts should be taken out immediately after the Embalmed — because they can rez Embalmed too, even after they have seemingly exploded to smithereens. Talented fellows; don't let them show off. When they crouch down over a body, they aren't looking for loose change — stop them! Hitting them is sufficient to interrupt their rezzes. Again, you can use this to do the reverse if you like and let them rez their buddies over and over. Full experience is





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awarded all over again when you take out the newly repaired Vahzilok. In a pinch, you could keep smacking around the same villains for experience all day.

Murk and Mire eidolons are the boss class members of Doc V's crowd. In melee they use dark melee type powers, at range they throw dark miasma bolts. Up close they can use Midnight Grasp (DoT Root) and Siphons to heal themselves. They have a PBAoE effect that is a total shut down. All active powers turn off, you are extremely Slowed and you can do nothing but listen to the ringing in your ears and the echo-y time distorted sounds of getting your righteous self beaten. The Inspiration Discipline is extremely useful here. Use one going into the fight to keep yourself from Rooting and Slowing effects. Even 30 seconds of immunity could mean victory rather than humiliating failure. Knockbacks are really handy here too. This is true for any villain, but not allowing a Eidolon to get their claws in you is a very, very good thing. Once they start their villainous beat down, it's hard to get out of it.

Mission named bosses are patterned after Eidolons — plan accordingly.

Dr. Vahzilok is a unique model and one crazy boy. Like most arch villains, at even level he is still grapetastic. He is a Tanker with the assault blaster power set and a huge battle ax. His ax will easily hit in the triple digits on Tankers. Since he also possesses a truckload of hit points and a regeneration beyond compare, you will need teammates for this one. Other than that, it's standard operating procedure ... it just takes a long time.

## CADAVER

Minion: Levels 1-10

These reanimated corpses give off a powerful stench that's a mixture of chemicals and rotting flesh. The odor becomes a hundred times worse when they use their favorite attack — vomiting a stream of corrosive acid on their nearby opponents.

### POWERS/ABILITIES:

Zombie Vomit: High special, very short range

Zombie Brawl: High Smashing

Resists: Sleep, Fear, Smashing, Immobilize

Vulnerability: Lethal

Projectile Vomit: High special, short range

## EMBALMED CADAVER

Minion: Levels 5-10

These zombie-like constructs have numerous pieces of technological equipment protruding from their dead flesh. The purpose of all this machinery is to turn these creatures into walking bombs. When near a target, they explode to cause maximum damage.

### POWERS/ABILITIES:

Kamikaze: Self-detonate

Resists: Sleep, Fear, Smashing, Immobilize

Vulnerability: Lethal

## REAPER

Minion: Levels 1-20

The Reapers seem to be the only normal humans among the ranks of Dr. Vahzilok's reanimated legions. They are trained surgeons who collect body parts

with the help of poison darts and industrial strength hacksaws.

### POWERS/ABILITIES:

Cleaver: High Lethal

BoneSaw: Moderate Lethal

Dart Gun: High Negative Energy, Slow, short range

## ABOMINATION

Minion: Levels 11-20

In reanimation, as in cooking, better ingredients yield better results. Dr. Vahzilok constructs his Abominations out of the very best ingredients he can find — the organs of fallen Heroes. The Abominations are stronger, tougher, and faster than their Cadaver kin. Unfortunately, they don't smell any better.

### POWERS/ABILITIES:

Zombie Vomit: High special, very short range

Zombie Brawl: High Smashing

Resists: Sleep, Fear, Smashing, Immobilize

Vulnerability: Lethal

Projectile Vomit: High special, short range

## EMBALMED ABOMINATION

Minion: Levels 11-20

When an experiment doesn't work out the way he expected, Dr. Vahzilok doesn't complain. Instead, he makes the best of a bad situation, by converting the subject to a lethal weapon. The Embalmed Abominations are faster and tougher than their Cadaver counterparts, and they explode just as violently.



### **POWERS/ABILITIES:**

Kamikaze: Self-detonate  
 Zombie Brawl: High Smashing  
 Zombie Vomit: High special, very short range  
 Resists: Sleep, Fear, Smashing, Immobilize  
 Vulnerability: Lethal

## **MORTIFICATOR**

**Lieutenant: Levels 1-20**

### **POWERS/ABILITIES:**

Cleaver: High Lethal  
 BoneSaw: Moderate Lethal  
 Dart Gun: High Negative Energy, Slow, short range  
 Resurrect Zombie: Resurrect fallen Cadaver or Abomination

## **EIDOLONS**

**Boss: Levels 1-20**

In Dr. Vahzilok's mind, the Eidolons are mankind's next great evolutionary leap. Unlike Cadavers, they retain all of their memories and personality. The lucky few who can pay to become a Eidolon are augmented with the remains of Heroes, so they often have super powers. Mire Eidolons have mastered the ability to control darkness itself. They tend to root their foes with tendrils of darkness and then launch into an attack.

## **MIRE EIDOLON**

### **POWERS/ABILITIES:**

Night Fall: AoE cone minor Negative Energy, Accuracy debuff, moderate range  
 Brawl: Minor Smashing  
 Dark Regeneration: Minor Negative Energy, self heal  
 Tenebrous Tentacles: Minor Smashing, minor Negative Energy, Immobilize,

Accuracy debuff, short range

Dark Blast: Moderate Negative Energy, Accuracy debuff

## **MURK EIDOLON**

### **POWERS/ABILITIES:**

Midnight Grasp: High Negative Energy, Immobilize, Accuracy debuff  
 Oppressive Gloom: PBAoE sphere Stun  
 Dark Embrace: Resists to Smashing, Lethal, Negative Energy  
 Shadow Punch: Moderate Smashing, Negative Energy, Accuracy debuff  
 Dark Blast: Moderate Negative Energy, Accuracy debuff, moderate range

## **LUMINOUS EIDOLON**

### **POWERS/ABILITIES:**

Focus: Defense buff vs melee and ranged  
 Brawl: Minor Smashing  
 X-Ray Beam: Moderate Energy, Defense debuff, moderate range  
 Neutron Bomb: AoE sphere, minor damage, Defense debuff, moderate range  
 Neutrino Bolt: Moderate Energy, Defense debuff, moderate range  
 Electron Haze: AoE moderate Energy, Knockback, Defense debuff, short range  
 Irradiate: PBAoE Minor Energy, Defense debuff

## **DR. VAHZILOK**

**Archvillain: Levels 15-22**

The insane leader of the Vahzilok comes across more like a religious zealot than an arch-fiend. Dr. Vahzilok continually proclaims his intention of overcoming death itself. In his twisted mind, the horrid reanimated corpses he creates are only stepping stones toward greater medical miracles.

### **POWERS/ABILITIES:**

Assault Rifle: Moderate Lethal, Defense debuff, long range  
 Grenade Launcher: AoE moderate Smashing, Lethal, Knockback, very long range  
 Scalpel: High Lethal, Knockback  
 Resists: Knockup, Knockback

## **REAPER QUANTUM GUNNER**

**Minion: Levels 1-20**

### **POWERS/ABILITIES:**

Quantum Array Gun: Slow

## **MORTIFICATOR QUANTUM GUNNER**

**Minion: Levels 1-20**

### **POWERS/ABILITIES:**

Quantum Array Gun: Slow  
 Resurrect Zombie: Resurrect fallen Cadaver or Abomination

## **QUANTUM EIDOLON**

### **POWERS/ABILITIES:**

Dark Regeneration: Minor Negative Energy, self heal  
 Oppressive Gloom: PBAoE sphere Stun  
 Quantum Array Gun: Slow

## **WARRIORS**

### **LOCATION(S):**

Talos Island: Mission doors for them can be generated anywhere.

### **TYPES:**

Warriors are either Blasters, Scrappers or Tankers. Blasters will be Buckshot or Gunners, using a shotgun or machine gun. Scrappers are Slashers, using the broadsword power set. Tankers





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are Hewers, Smashers and Crushers, using the battle axe and war mace power sets.

All Warrior bosses are melee fighters and will close to engage, rather than standing or running to range. Most of the rest will also close to melee range, though some will use ranged powers before closing. On the whole, their melee damage is vastly greater than their ranged.

## TACTICS:

Warrior minions are like most other street gangs (Skulls, Family, Hellions) — mostly melee, with some ranged. Using general tactics will suffice here.

Lieutenants and Bosses deliver a lot of damage in a short amount of time, and rarely have significant ranged attacks, so either engage them at range or use attacks that Disorient or have Knockdown to prevent them from dishing out their damage.

## WARRIOR MINIONS

Minion: Levels 5-15, 20-29

A little education can be a dangerous thing. The members of the gang known as the Warriors take their inspiration from ancient Greek Heroes and soldiers. They seem to favor the old school weapons over democracy, literature, and art.

## WARRIOR BRUISER

### POWERS/ABILITIES:

Brawl: Moderate Smashing  
Boxing: Moderate Smashing, Stun  
Kick: Moderate Smashing, Knockback  
Hand Crossbow: Minor Lethal, short range

## WARRIOR SLICER

### POWERS/ABILITIES:

Hack: Moderate Lethal, Def debuff  
Hand Crossbow: Minor Lethal, short range

## WARRIOR SLAMMER

### POWERS/ABILITIES:

Bash: Moderate Smashing & Stun  
Hand Crossbow: Minor Lethal, short range

## WARRIOR CHOPPER

### POWERS/ABILITIES:

Gash: Moderate Lethal & Knockback  
Hand Crossbow: Minor Lethal, short range

## CRUSHER

Lieutenant: Levels 5-15, 20-29

The Crushers are experienced Warriors who specialize in the use of maces. Although they prefer to get up close and personal with their enemies, Crushers also carry guns in case they need to take down a faraway foe.

### POWERS/ABILITIES:

Bow: Moderate Lethal, long range  
Bash: Moderate Smashing, Stun  
Pulverize: High Smashing, Stun  
Shatter: High Smashing, Knockback  
Clobber: Moderate Smashing, Stun  
Resists: Smashing, Lethal, Knockback

## SLASHER

Lieutenant: Levels 5-15, 20-29

Although they prefer to be called Swordsmen, everyone refers to these Warriors as the Slashers.

They're experts at swordplay, and can swing with both finesse and ferocity, making them very dangerous in close combat.

### POWERS/ABILITIES:

Bow: Moderate Lethal, long range  
Whirling Sword: PBAoE moderate Lethal  
Slash: High Lethal, Defense debuff  
Parry: Moderate Lethal, self Defense buff  
Hack: Moderate Lethal, Defense debuff  
Resists: Smashing, Lethal

## HEWER

Lieutenant: Levels 5-15, 21-29

The age-old axe has always been a popular weapon, especially for those looking to quickly cause great amounts of gruesome damage with both speed and finesse. That descriptions sums up the Choppers perfectly.

### POWERS/ABILITIES:

Bow: Moderate Lethal, long range  
Beheader: Very high Smashing, Knockback  
Gash: High Lethal, Knockback  
Chop: High Smashing, Knockback  
Pendulum: PBAoE cone, high Lethal, Knockback  
Resists: Smashing, Lethal

## SMASHER ELITE

Boss: Levels 20-29

These Warriors have been around long enough that they can not only dish out pain, they can take it as well. On the streets of Paragon City, one doesn't survive long as a mace wielder without building up a resistance to Smashing attacks.

### POWERS/ABILITIES:

Crossbow: Moderate Lethal & Knockback, moderate range



Bash: Moderate Smashing, Stun  
 Pulverize: High Smashing, Stun  
 Shatter: High Smashing, Knockback  
 Clobber: Moderate Smashing, Stun  
 Resists: Smashing, Lethal

## SLASHER ELITE

**Boss: Levels 20-29**

Some of the finest modern swordsmen on the streets, the Slasher Elite are experts at using their blades for both offense and defense. They're very tough and resilient fighters, resistant to Smashing and Lethal damage.

### POWERS/ABILITIES:

Crossbow: Moderate Lethal & Knockback, moderate range  
 Whirling Sword: PBAoE moderate Lethal  
 Slash: High Lethal, Defense debuff  
 Parry: Moderate Lethal, self Defense buff  
 Hack: Moderate Lethal, Defense debuff  
 Resists: Smashing, Lethal

## HEUER ELITE

**Boss: Levels 20-29**

Those Warriors most experienced with the axe can work themselves into a wild frenzy as they heedlessly chop through the opposition. The more damage they do, the more confident and resilient they become, shaking off damage in their berserker blood lust.

### POWERS/ABILITIES:

Crossbow: Moderate Lethal & Knockback, moderate range  
 Beheader: Very high Smashing, Knockback  
 Gash: High Lethal, Knockback  
 Chop: High Smashing, Knockback  
 Pendulum: PBAoE cone, high Lethal,

Knockback  
 Resists: Smashing, Lethal

## HERACLES

**Boss: Levels 20-27**

This Warrior tough has stolen Stephanie Peebles' wedding band. It would mean a lot to her if you could get it back.

### POWERS/ABILITIES:

Slash: High Lethal, Defense debuff  
 Parry: Moderate Lethal, self Defense buff  
 Exploding Bolt: Moderate Lethal & Knockback  
 Whirling Sword: Moderate Lethal & Def debuff  
 Head Splitter: Very high Lethal, Def debuff & Knockback  
 Hack: Moderate Lethal & Def debuff  
 Slice: Moderate Lethal & Def debuff  
 Resistance: As per Stephanie Peebles' wedding band

## WARRIOR QUANTUM GUNNER

**Minion: Levels 5-29**

### POWERS/ABILITIES:

Quantum Array Gun: Slow

## LIEUTENANT QUANTUM GUNNER

**Lieutenant: Levels 5-29**

### POWERS/ABILITIES:

Quantum Array Gun: Slow  
 Resistance: Smashing, Lethal, Knockback

## ELITE QUANTUM GUNNER

**Boss: Levels 5-29**

### POWERS/ABILITIES:

Quantum Array Gun: Slow  
 Resistance: Smashing, Lethal, Knockback

## EVENTS

### GHOST SHIP

**Monster: Levels 1-54**

This fishing trawler, the Moraine, set sail from Striga Isle in 1932. No one knows what terrible tragedy befell its crew, though it is obvious that they are still trying to get home.

The remains of the fishing trawler Moraine has never been found. It has been theorized that its sailors must have died a terrible death, since their spirits are clearly not at rest.

### POWERS/ABILITIES:

Untouchable  
 Spectral Chill: High Accuracy and Damage debuff

### SPIRIT

**Minion: Levels 1-54**

### POWERS/ABILITIES:

Flight  
 Ethereal  
 Chastly Blast: Accuracy debuff  
 Resistance: Sleep, Fear, Immobilize





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### APPARITION

Lieutenant: Levels 1-54

#### POWERS/ABILITIES:

Flight  
Ethereal  
Ghastly Blast: Accuracy debuff  
Resistance: Sleep, Fear, Immobilize  
Life Drain: High Negative Energy, self heal, & Accuracy debuff

### LOST SOUL

Boss: Levels 1-54

#### POWERS/ABILITIES:

Flight  
Ethereal  
Ghastly Blast: Accuracy debuff  
Resistance: Sleep, Fear, Immobilize  
Life Drain: High Negative Energy, self heal, & Accuracy debuff  
Necroplasmic Grasp: Negative Energy, self heal, Hold

### LUSCA

Monster: Levels 1-54

This giant octopus threatens the waters of Independence Port. No one is certain how the beast got so large, though some have placed the blame on the polluting tendencies of Crey Technologies. When the Octopus Head dies, all Tentacles die with it. The Octopus Head cannot be harmed until all Tentacles are destroyed.

#### POWERS/ABILITIES:

Ink: Negate Flight, Accuracy debuff  
Resistance: Knockback, Sleep, Hold, Disorient, Fear, Confuse, Teleport, Psionic, and all Damage

### TENTACLE

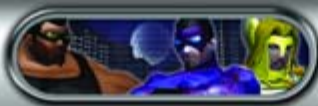
Monster: Levels 1-54

These wild tentacles protect the giant octopus' head from attack.

#### POWERS/ABILITIES:

Resistance: Knockback, Levitate, Repel, Teleport, Fear  
Vulnerable: Lethal, Negative Energy  
Tentacle Smash: Smash with self





# PVP

## NOTE

The following information applies only to those players who have purchased **City of Villains**; this content is only available via that game.

## KILL YOUR FRIENDS!

Although *City of Heroes* introduced a semblance of PvP (player vs. player) combat some time ago, it was restricted to various arenas and never spilled over fully into the streets of Paragon City. It still hasn't, but now, via *City of Villains*, you have access to several additional modes of PvP that broaden the appeal of this very popular MMORPG game style.

## YOU HAVE A FINE REPUTATION...

All of this PvP action is bracketed by a rewards system of sorts (not the same rewards as Bounty points, etc.).

You can earn positive reputations that net some nice rewards (please see Reputation Rewards sidebar).

## I GOT A BAD REP!

Your reputation level is not a stable entity but rather a ravenous beast whose thirst must constantly be slaked. Ignore your rep and, slowly but surely, it'll gradually drift back to zero. The current decay rate is two points of rep per day.

## REPUTATION REWARDS

These are the various "rewards" that you'll earn based on the reputation system.

100	"Hunter" badge**
200	PvP Chest Emblem Costume Piece**
300	Flash Grenades temporary power
400	"Manhunter" badge**

\*\* Permanent reward

## NOTE

The areas outlined in **blue** are the Hero base areas. The areas outlined in **purple** are the Villain base areas. The areas outlined in **orange** are the Neutral areas.







### THE ZONES

#### BLOODY BAY



#### Skyway City

#### Meteors

Meteor Jay (M1)  
Meteor Panch (M2)  
Meteor Do (M3)  
Meteor Ek (M4)  
Meteor Teen (M5)  
Meteor Char (M6)

#### Contacts

Warzone Agent Eckman (C1)  
Warzone Operative Oudot (C2)

In addition to the straight-up fun of smacking down foes as you make your way across Bloody Bay, there's a deeper gameplay element involved. It goes something like this:

- There are meteors scattered throughout the zone.
- By picking up a mission in your safe zone you receive a temporary power that allows you to mine the meteors.
- You must collect six pieces of ore and process it at a firebase (first defeating all the turrets) before returning to your contact for the reward.
- Each piece of ore *must* be from a different meteor.
- The meteors cause damage just by proximity, so don't plan on camping out with your group.
- If you are killed all of your ore is distributed to the individual or group that took you out.





If you complete the mission, you are rewarded with an incredible temporary power—a shard of the mystical world-devouring creature known as Shiva! Using this weird "Shiva Shard" allows you to summon forth a powerful Shivan Decimator to fight at your side. The Shivan can be buffed and healed, but is an unwilling companion, and will not follow you through doors or into new zones. The Shard can summon five Shivans before it is drained.

- The power has five charges.
- Each charge lasts four minutes.





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### WARBURG



Warburg is more than just a place to meet and beat the snot out of one another, be they Heroes or Villains. No, a complete "quest" subtext weaves its way through the zone. The zone comprises three sequences that convey one coherent plot: you can't get to the second and third phases without completing each previous one.

#### PHASE 1: ESCORT THE SCIENTISTS

The initial sequence requires you to safely escort scientists to safe houses (the spawn points of the scientists are random, and the safe houses they go to are random as well) to collect the Security Keys for Phase 2:

- Scientists spawn randomly. The upside is there isn't a scientist holding pen. The downside is that PvP players will be looking to kill you and steal your scientist—which they can.
- Scientists are guarded, so you'll have to do some light PvE to take them. They are generally "protected" by lieutenants, so watch your step.
- Each player may have only one scientist.
- Each player in a team may have a scientist. This is good and bad: good that you can complete the phase quicker; bad because each scientist, generally, wants to go to a different safe house, splitting the group up.
- If someone defeats a player who's escorting a





scientist, the player goes to his or her side's hospital and the next closest player on the team gets the scientist. This means you can go get a scientist yourself, or you can get other players and take theirs (though you'll likely have to defeat their entire team).

- The spawns are fairly tough, so it's often easier to take someone else's scientist than get your own (learn it and live by it!).
- After you escort a scientist to a safe house, he will give you a key. A player may not have more than three Security Keys.
- Security Keys are tradable. (If you want to farm them, more power to you, but you'll have to earn them the hard way!).

Once you've collected three Security Keys (yourself or your group), you're ready for Phase 2.

### **PHASE 2: ARM THE ROCKET**

A player with three Security Keys can enter one of the three Warhead Processing stations at the center of the web (one of the three large rooms underground) and interact with the arming computer. This loads the Warburg Rocket with the warhead corresponding to that room.

- The type of warhead armed depends on which room the player uses to generate a Launch Code.
- After successfully interacting with the computer, the player is given a five-minute countdown and the following message: "You now have 5 minutes to make it to the Warburg Rocket with your Launch Code!"
- A player who has the Launch Code glows—the better to let other PvP players know your "special" status.
- A player may never have more than one Launch Code.
- Launch Codes are not tradable.
- If a player with the Launch Code is defeated, his or her foe receives a Security Key. (A guaranteed key is great because you don't have to find and escort, or steal and escort, a scientist to a bunker.) The player loses the Launch Code but retains two Security Keys.
- The three labs are medium-camping zones. They're big enough that you might sneak by someone but small enough that a "patrolling" team can easily catch anyone trying to enter.

If the computer is successfully interacted with, the player is given a Launch Code that's good for *five*

*minutes*, which takes us to Phase 3...

### **PHASE 3: LAUNCH!**

With only five minutes, you need to get that rocket launched, so follow the nav point and fire that sucker to claim your reward!

- If a player with the Launch Code is defeated, his or her foe receives a Security Key. (A guaranteed key is great because you don't have to find and escort, or steal and escort, a scientist to a bunker.)
- A player without a Launch Code gets the following message should he attempt to interact with the Launch Panel: "You need a Launch Code! Try capturing one of the Warburg Scientists in the Web."
- If the player with a Launch Code is successful, the rocket launches and the player is given a temporary power.

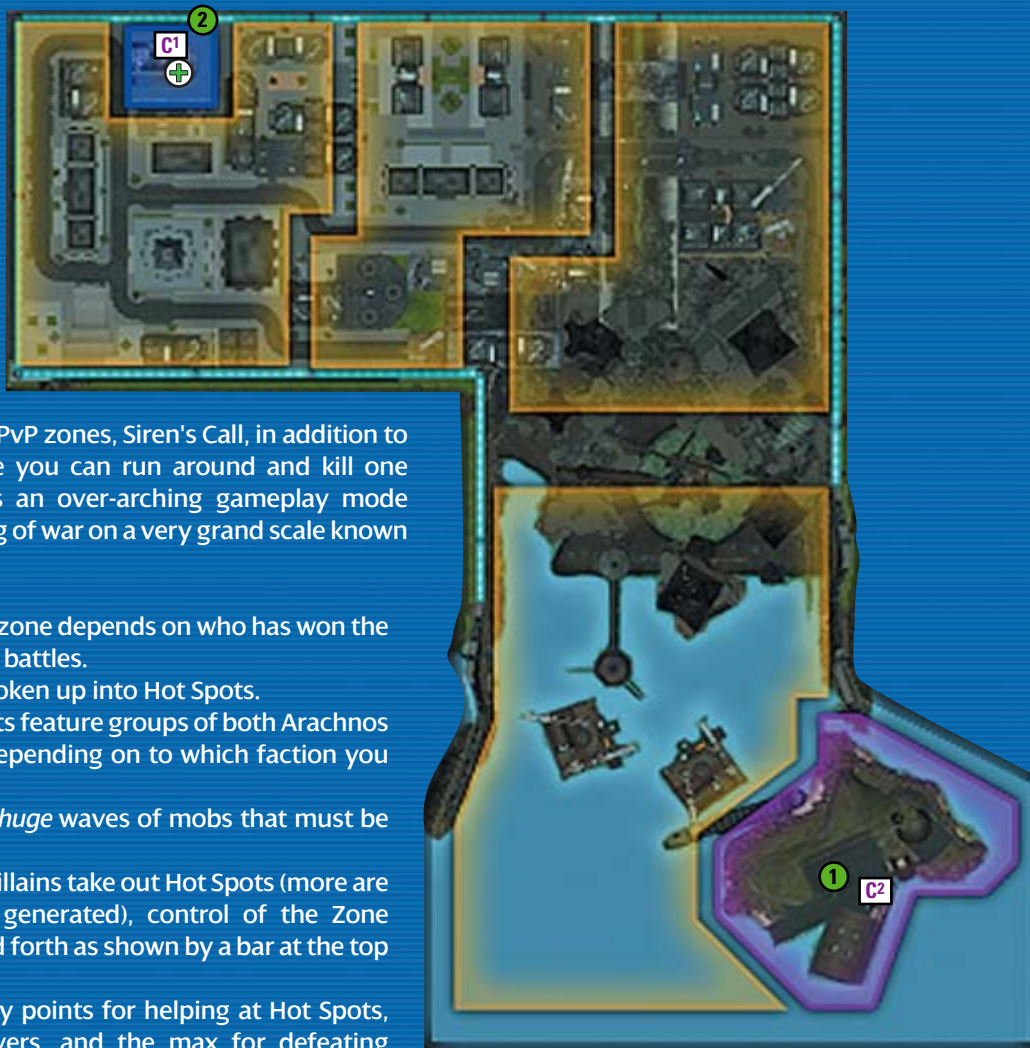
### **TEMP POWER REWARDS**

- Nuclear: Large-area short circuit that causes significant endurance loss (with increased effect on robots).
- Biological: Large-area buff that increases regeneration and damage caused for all same-alignment players within radius.
- Chemical: Large-area AoE debuff that affects Accuracy and damage resistance of all enemies within radius.





### SIREN'S CALL

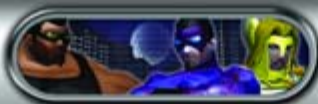


As with the other PvP zones, Siren's Call, in addition to being somewhere you can run around and kill one another, also has an over-arching gameplay mode that resembles tug of war on a very grand scale known as Zone Control:

- Control of the zone depends on who has won the most Hot Spot battles.
- The Zone is broken up into Hot Spots.
- These Hot Spots feature groups of both Arachnos or Longbow depending on to which faction you are aligned.
- Hot Spots are *huge* waves of mobs that must be beaten back.
- As Heroes or Villains take out Hot Spots (more are always being generated), control of the Zone slides back and forth as shown by a bar at the top of the screen.
- You get Bounty points for helping at Hot Spots, defeating players, and the max for defeating your named target. Bounty rewards are collected from the Warrant Op.
- You can accrue Bounty points essentially forever, but if you perish, you lose a *huge* number, so bear in mind that discretion is sometimes the better part of valor.

The gameplay in the Zone is very compelling, and the overarching aspect of Zone Control makes for interesting (and long-running) battles on a grand scale.

- ➕ Hospital
- ① Sharkhead Isle
- ② Steel Canyon
- ⓐ Contacts
  - Warzone Agent Brinson (C1)
  - Warzone Operative Massey (C2)



# BASES

## NOTE

*This section was contributed by uber-designer David "Zeb" Cook (yes, **that** Zeb Cook).*

## TIP

*Bases are only available to those who own both **City of Heroes** and **City of Villains**. If you do not own **City of Villains**, you cannot create bases in **City of Heroes**.*

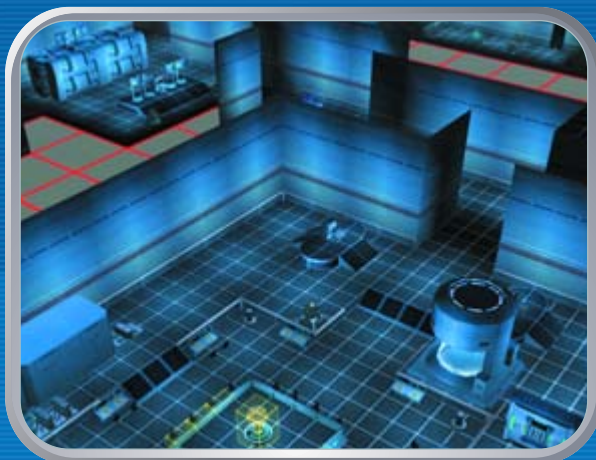
What does every league of Superheroes need? A hall of—er, headquarters, of course. In *City of Heroes* your Supergroup can create a customized base. Your base is a shared space for all the members of your Supergroup. It can be whatever you want it to be—a place where you share tales of heroic adventures, plan PvP strategies in your battles against villains, gather teammates for Task Forces, and assemble to raid the bases of your rivals. While building a base is not a simple task, having one strengthens the bond between all your members. Only through combined efforts does your Supergroup's base come into being.

Creating the base that's best for your group requires planning. What kind of Supergroup are you? How large should your base be? What kind of base should you make? Who decides the layout? By thinking about some of these questions in advance your Supergroup will get the best out of base-building and bases.

## THE BASICS

Any Supergroup can create its own base. The leader needs to visit the Supergroup Registrar and request a base. Then the Supergroup is given the absolute basic base—one room and an Entrance Portal. After that it is up to the group to use the base editing tools to build the base it wants—and can afford.

To build a base your group has to pay for space, rooms, and equipment by earning Prestige. In addition, many useful items can only be built by collecting bits of salvage and converting it into useful equipment.



## PRESTIGE

Prestige is the "coin" used to pay for bases. It is earned by defeating mobs and completing missions, similar to Influence.

There are a few rules, though:

1. All the Prestige you earn goes to your Supergroup, not to you. If you quit a Supergroup, you don't take any Prestige with you. What you earned, you earned for the team. If the Supergroup disbands, all the Prestige it earned is lost forever.
2. Prestige cannot be traded. There is no point begging for Prestige since no one can give it to you. To get it your group has to earn it.
3. You earn Prestige only when you are in Supergroup mode. You have to be willing to show your allegiance to your Supergroup to earn the reputation that Prestige represents.
4. Whether low or high level, members earn approximately the same amount of Prestige per defeat. Now, a higher level character is going to defeat foes faster, but everyone makes contributions equal to their efforts. Don't think you can only have high-level characters in your Supergroup; a good foundation of all levels will generate considerable Prestige.

Furthermore, higher level players have to decide between earning Prestige and earning Influence. The higher your level, the less Influence you earn while in





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Supergroup mode. From Level 34 on, you will earn no Influence from mobs while in Supergroup mode. You have to decide between earning Influence for yourself or changing modes and earning Prestige for your Supergroup.



## SALVAGE

When you create a base, only a few simple items are available to you. To build improved and more powerful items requires that you build them using salvage. Salvage is a special reward you earn by defeating lieutenants and bosses. It is not automatic; as with Enhancements you have a chance of earning salvage with every win. And, as with Prestige, you have to be in Supergroup mode to collect it.

Every villain and hero group drops a different selection of salvage—broken weapons, pieces of armor, computer chips. When you have collected the right mix of items, you use your base's workshop to change them into components—tech prototypes, magical foci, and other refined materials. Then you can take those components and use them in recipes to build more powerful base items—better generators, more sophisticated computers, and, of course, even more powerful base defenses.

Some rare and powerful items require unique pieces of salvage that are not available as drops from mobs. These salvage items are obtained by completing missions in the PvP zones and through select task forces. The first time a group member completes one of these missions, the recipe for the item is unlocked and the player is rewarded with a special salvage piece. After that, completing the mission earns special salvage that may be useful in building the item.

## SUPERGROUP BADGES

Many items or the recipes needed to build them are hidden and must be unlocked by the Supergroup before they can be used. These are earned by collecting Supergroup badges. Supergroup badges are earned for many of the same things a player normally does to get a badge—locations visited, Prestige earned, damage taken, etc. However, you have to be in Supergroup mode for the action to count. Because it is a Supergroup badge all the members of the group contribute to the same total.

Supergroup badges belong to the Supergroup, not you as a player. If you quit a group, you'll lose whatever badges the group earned. On the other hand, if you join a group, you automatically gain whatever badges that group has earned.

Supergroup badges don't have fancy titles. Instead, each names the base item it unlocks. This way you can see at a glance what special items your group can build.

## USING THE EDITOR

There are no great secrets to the Base Editor. All you need is a base, Prestige, and editing privileges. The last can be set by the Supergroup leader by going to Supergroup/Options/Permissions. There the leader can choose what ranks are allowed to use the Base Editor. Note that the leader can always edit the base.

If your group is tightly focused with a particular base style to be followed, you might want only one or two clever builders using the editor. Simply make sure that only one rank has editing privileges and then promote only the players you want as builders to that rank. On the other hand, if you want members to have lots of participation in base building, you can set the permission to as many ranks as you desire.

When you are in the Entrance Room of your base (except during base raids), a window pops up with three buttons: Upgrade Plot, Place Personal Item, and Edit Base. All three may or may not be active depending on conditions. Members with editing privileges can use the Upgrade Plot and Edit Base buttons. All members can use the Place Personal Item button—but only when they have built an item in the workshop.

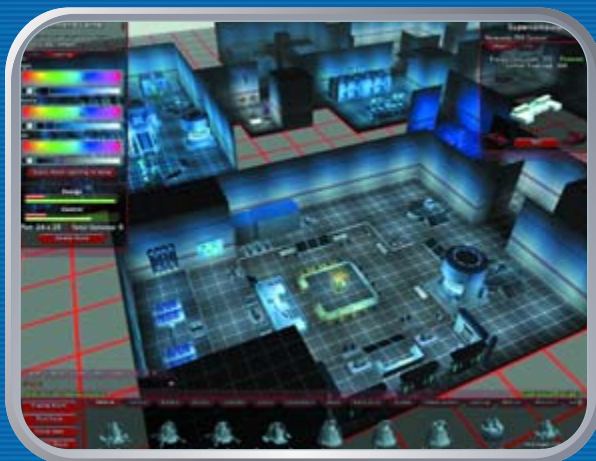
**Upgrade Plot** allows you to increase the total area available for base building. This is the red grid that all your rooms snap to. The plot also determines the maximum number of rooms you can have in your base. If you are ever not allowed to add a room, be sure to check your room count vs. your current plot size.





**Place Personal Item** lets you set up anything you have built in the workshop, something all players can do with their salvage. It opens the Base Editor but shows only the items you have built. You can put these anywhere in your base provided the item matches room type and does not exceed the limit allowed for that room. If a room allows four defenses and has four turrets, you cannot put a fifth turret there.

**Edit Base** takes you to the full Base Editor. The camera zooms out to give you a bird's-eye view of your base. You can move around normally; the camera will follow you. If you double-click on any square, you are instantly moved to that square. This is a good way to move quickly around your base. Page Down will snap the camera close to you, making



it easier to see details in a room.

## ROOMS

The Place Room button displays all the rooms you can buy for your base. These are grouped under tabs according to their type. After all, aside from their size, not all rooms are alike. Rooms are organized by function. And the function of the room determines the types of items that can be placed there. The room categories and what items can be placed in them are listed below:

Defense: defenses, decorative  
 Energy: power, defenses, decorative  
 Control: control, defenses, decorative  
 Transportation: teleport, defenses, decorative  
 Workshop: workshop, defenses, decorative  
 Medical: medical, defenses, decorative  
 Decorative: decorative  
 Vault: defenses, power

Room size limits the number of items that can be placed in a room. Generally, small rooms can hold

one or two items of their main function (power, control, etc.) and about two defenses. As room size increases, these numbers rise. Rooms with "Secure," "Security," or "Strongpoint" in the name can have more defenses than a normal room of the same size. They also cost more to place.

When you place a room it must be linked to another by a connecting hallway. You cannot place rooms immediately against each other. If a room will not connect where you want, check the wall section. The editor will not let you link a room to a wall where you have things placed.

You can delete any room you have placed by selecting the Delete button; however, you cannot delete a room if it leaves any others unconnected to the Entrance Portal. If this happens you have to either remove the isolated rooms first or build another connection to them. When you delete a room its Prestige cost is returned to your treasury. This way you can experiment with room layouts without risking any of your group's hard-earned funds.

When you select a room, the window on the right shows the current height of the ceiling and floor of the selected square. Both have three heights and can be changed by clicking on a different level in the window.

You can also make a block that fills the entire space by selecting the central section. There are two limits to this. You cannot completely close off a section of a room if the sealed portion contains an item that must be accessible. These include dimensional anchors, Items of Power (and their bases), generators, computers, and any other item that is important for base function. Second, you cannot block off the only doorway to a room.

## ITEMS

Once you've got a few rooms down, it's time to place items. As noted before, what you can place is determined by the room. The items are organized into categories. Each category is a tab that appears when you choose Place Items.

Functional items—turrets, traps, computers, scrying tables, teleporters, and more—can be improved by auxiliaries. These are items that reduce energy or control costs, increase damage, improve accuracy, increase healing, and more. Each room type has a specific number and type of auxiliaries that can be used there. The auxiliary affects the closest item, and the link is indicated when you place it.

Target spots are a special type of auxiliary used with turrets. A target spot tells the associated turret





to fire on any target that enters the spot.

This allows you to focus your defenses on specific locations—doorways and hallways where raiders enter or on your Item of Power.

As with rooms, you can sell back any item you place for its full Prestige cost. *But*—if you sell back an item you built, you lose all the salvage used to build it.

## BASE-BUILDING TIPS

Building a base seems deceptively simple. When you create a Supergroup, the Registrar offers to give you a base. Say yes and you have a base.

### DON'T DO IT! IT'S A TRAP

Brand-new Supergroups are small and have limited resources. As soon as you start a base, even if you never add another piece to it, your group has to pay upkeep. Those payments come out of the Prestige you are earning to build your base.

Instead, let your Supergroup be homeless while it works to collect Prestige.

The smart thing to do when you create a Supergroup is to offer membership to as many of your friends as possible. Play in Supergroup mode 100 percent of the time, especially for those below Level 25, to maximize Prestige and Influence earned. Build up a stockpile of Prestige (and salvage items). Now you are ready to build a base.

### NOT ALL SUPERGROUPS ARE THE SAME

Not so fast! Building a base without considering your group leads to costly remodeling down the line. A base not suited to the needs of the members can even force the Supergroup to disband as players leave to find homes more appropriate to their goals. To keep that from happening to you, consider the following questions before starting your base.

- Is your group small or does it have a lot of alts in it?
- Does your group belong to a coalition of several Supergroups (one of high-level characters, one for alts, one for active characters, etc.)?
- Does your group have a theme (common origin, Archetype, etc.)?
- Does your group want to take part in base raiding or are you a PvE-only group?

## SIZE

A small Supergroup should plan to build a small base. It's just not possible to have all the bells and whistles when you don't have enough members to generate the Prestige needed to pay for those things. However, this rule also applies to large groups when most of the members are alts of just a few players. Remember that each player only plays one character at a time (generally), so you still earn only as much prestige as a small group.

For these groups, concentrate on getting your important rooms and items built first. Everything you add increases the upkeep cost, gradually making it harder to save for more rooms and features since more of your Prestige is used to pay the rent.



## COALITIONS

Sometimes Supergroups band together using the Coalition feature to form a mega-Supergroup. The coalition may include one group for rarely played alts, another for "retired" Level 50 characters, another for currently active characters, etc. This is a good time to consider each group's base as providing a different function for the coalition. The active group builds a raiding base; the alt base is used for secondary purposes; and the "retired" group creates a low-upkeep base for chilling and socializing.

## THEME

Part of the fun of designing a base is to create one to a specific theme. The styles and items provide a starting place for your base's look, but there is no limit. You can combine styles for different levels of the floor, walls, and ceiling. There are different shapes for floor and ceiling trim. The Lighting tab





(found on the left window) lets you adjust the color and intensity of the lights at the floor, mid-, and ceiling levels. Add decorative items and you can create a look that matches your group's stalwart intentions.

## ***PVP VS. PVE***

By far the biggest factor in base building is whether anyone is going to raid your base or not. This answer affects everything from the layout of rooms to what goes in them. If you expect attackers then everything about your base needs be built with that in mind.

For PvE Supergroups, the task is much easier. Many base items are only useful if the base is raided—turrets, traps, and fields especially. If you are never attacked there is no need to buy these. You can save your Prestige for those items your group wants—teleporters and medical bays. The rest you can use for more rooms, furniture, and all the other fixtures to make your home comfortable.

For PvP defense, you need to be concerned about everything. The number of rooms, how they are arranged, protecting your vital equipment and Items of Power—all of these decisions shape your base.

## ***PVP LAYOUT***

For PvP play you need to worry about the number and arrangement of rooms in the base. Too few rooms and the attackers can easily get to key points besides your Item of Power. Your generator, control center, and hospital are all vital. If the first two are destroyed your defenses are immediately offline, while losing your hospital makes it harder for defenders to get back in the battle. Too many rooms and your defenders will be spread too thin. Base raiders enter your base by teleporting into the hallways between rooms. The more rooms you have, the more hallways connecting them. That means there are more entry points for attackers and the more places you have to defend.

There is no magic number. Ideally you want your power room, control center, and vault down different dead ends. The central room where each branch meets should have ample defenses. Raise walls to create paths to control the flow of attackers. You have the advantage since you know your base's layout.



## ***DEFENSES***

It's not enough to just place defenses in your base. You need to plan where they go and how they are used. Your first priority should be your Item of Power. Since all the enemy has to do is touch it for you to lose the raid, make that as hard as possible. The AoE of a pain field will keep your opponents from completing the task. Protect that with a force field and their job becomes that much harder. For softer targets like generators, use energy fields to harden them. More importantly, build reserves. Don't trust all your power needs to a single generator.

If you have a large central room, a stealth field is a good investment. It can neutralize the stalker advantage, giving you a chance to take your attackers out at their weakest. If you have blocked off most of the room to create a single path, place Tesla Cages and Slow traps to snare attackers. If you trick them into thinking it is a hallway, they may not be expecting the traps you have laid for them.

For those potential entry points, place defense turrets nearby. Chill Cannons can immobilize a raiding party as soon as they enter. For a large base this buys time to get a team there. For a small base, held targets are always the best.

## ***FINANCES***

Finally, no matter whether you are building a PvE or a PvP base, always keep some Prestige in reserve; 10 percent of your initial budget is a good number. You need to pay upkeep on your new base. Plus, you never know when your group might unlock a new defense, teleport, or other device!





## BASE RAIDING

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Base raiding lets Supergroups engage in large-scale PvP battles. These can be for fun, as in the case of Instant Base Raids, or for the prize of capturing an Item of Power. Whatever the goal, base raiding is optional. Before you can be raided (or raid anyone), you need to have your base set up properly.

You must have an Item of Power installed in your base before it can be raided. It doesn't matter where it came from—Supergroup trial or successful raid. What matters is that you have one in your base. Once you do, you are an eligible target for base raiding.

If you don't have an Item of Power but want to raid another base, then you need a vault room, six dimensional anchors, an Item of Power base, and a raid in your base. You need the first two to hold the Item of Power you are going to win and the teleporter to get your attackers into the base. You probably also want a reclaimator so defeated raiders can get back into the battle quickly.

Once you have these things you're ready to start. If your Supergroup is new to raiding, start with some Instant Base Raids first. Find a friendly Supergroup (one willing to let you practice) and challenge it. Take turns being the attacker and defender. Use these raids to work out the best teams, determine the raid size that works for your group, and hone your skills. When you are done you'll be ready to challenge for the real thing.

In a real base raid, the challenger has advantages and disadvantages. Your biggest advantage is knowing what raid size works best for your group. Your biggest weakness is not knowing who you are raiding. You will be facing unknown opponents in a strange base. Fast thinking and improvising are vital skills for a good base raider.

### RAIDING TIPS

Here are a few suggestions to help you win base raids (as attacker or defender)!

**Break Free** is your friend. Break Free can make the difference between successful attack and face plant. For raiders it is a good idea to use one before stepping through the raid teleporter. This way you're better protected if there is a Chill Cannon or trap waiting for you at the other end.

**AoE Powers.** When all else fails, station a Tanker with a PBAoE power next to your Item of Power. His attack will interrupt anyone who tries to complete the touch task on the Item of Power. Plus, he can move and defend himself better than a simple pain field!

**MASH Units.** Base hospitals are great but they have limits. Defenders can find their medical bay overrun by raiders or just outright destroyed. For attackers it can be long run from their base hospital back into the defending base. In both cases, having a MASH unit is a handy thing. Station a player with rez ability and Recall Friend power at a secure location in the defender base. Make it that person's job to watch the health of teammates, pulling them out of battle for heals and rezzes when things get rough.

**Get Those Pylons!** Defenders, if you see an opposing player drop to one knee and start fiddling in a room that does not have a disruptor pylon, attack! Odds are the player is trying to use the Disruptor Pylon power. Attackers have only limited charges for this power, so if you can keep them from completing the task you can close off this path to victory!

**Boot Them All!** After the first 15 minutes of play, defenders will win if they can clear the base of all attackers at the same time. This means making a coordinated effort to drop all attackers at once or as close to it as possible, forcing them out of the base. For attackers, that means making sure you always have at least a few players safely away from the main group.

**Super Speed and Stealth.** A fast-moving stalker makes a great scout—especially one with Recall Friend. The stalker can zip through a base to find key targets and then teleport in the rest of the attacking team. Of course, it's necessary to watch out for traps and stealth suppression!

**If You Can't Beat Them, Break Them!** Don't overlook the power of destruction. If the defenders are keeping you from the win, it's time to go after other key targets. Taking out generators, control devices, and medical items not only will make your battle easier, but attacking these may distract the defenders long enough for you to gain victory.



# APPENDIX

## BADGE LOCATIONS

### ABANDONED SEWERS

BADGE NAME	TYPE	COORDINATES	NOTES
Academic—Plaque 1 of 3 Badge	History	465.0, -576.0, -1558.0	—
Head of Hydra	Exploration	—	Defeat the Hydra Head in the Sewer Trial and stand in its location.

### ATLAS PARK

BADGE NAME	TYPE	COORDINATES	NOTES
Alumnus—Plaque 1 of 5 Badge	History	-641.0, 16.0, 943.1	—
Digger—Plaque 1 of 5 Badge	History	1157.5, 42.9, -775.6	—
Expert—Plaque 1 of 4 Badge	History	—	—
Freedom Badge	Exploration	124.3, 121.8, -641.1	—
Hero Corp Insider Badge	Exploration	283.2, 16.2, -889.9	—
Intellectual—Plaque 1 of 6 Badge	History	2547.1, 0.8, -1179.1	—
Patriot Badge	Exploration	159.5, -767.7, -672.9	—
Pupil—Plaque 1 of 5 Badge	History	510.8, 0.5, -1150.8	—
Silent Sentinel Badge	Exploration	-609.5, 70.0, -1889.7	—
Student Plaque 1 of 5 Badge	History	1324.8, 4.3, 416.4	—
Student Plaque 2 of 5 Badge	History	-1150.0, -16.0, -171.5	—
Top Dog Badge	Exploration	133.5, 314.0, -341.2	—
Undefeated Badge	Exploration	632.9, 84.9, 2322.8	—

### BOOMTOWN

BADGE NAME	TYPE	COORDINATES	NOTES
Destined for Valhalla Badge	Exploration	-4097.6, 352.2, 2474.6	—
Disciple—Plaque 2 of 7 Badge	History	-686.3, 272.1, 3122.7	—
Disciple—Plaque 3 of 7 Badge	History	-2647.3, 5.1, 3055.3	—
Disciple—Plaque 4 of 7 Badge	History	-1907.3, 130.0, 755.6	—
Just Said No to Superadine 3 of 5 Badge	History	1139, 0, -139	—
Phalanxer Badge	Exploration	-2002.4, -15.6, 5181.1	—
Regal Badge	Exploration	-448.6, 42.3, 2171.3	—
Vision of Despair Badge	Exploration	-754, 0, -594	—

### BRICKSTOWN

BADGE NAME	TYPE	COORDINATES	NOTES
Inmate Badge	Exploration	-1727.0, 24.0, 1152.5	—
Mystic Badge	Exploration	-593.2, 32.3, 1379.1	—
Scholastic—Plaque 1 of 3 Badge	History	-229.2, 0.0, -368.9	—
Scholastic—Plaque 2 of 3 Badge	History	-3463.5, -0.0, 2065.0	—





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## CREY'S FOLLY

BADGE NAME	TYPE	COORDINATES	NOTES
Burning the Midnight Oil Badge	Exploration	836.0, 24.0, 1797.0	—
Crey Watcher Badge	Exploration	1080.4, 0.3, 2321.3	—
Savant—Plaque 1 of 5 Badge	History	2565.6, 4.1, 2682.9	—
Savant—Plaque 2 of 5 Badge	History	7226.4, 37.0, -554.6	—

## CROATOIA

BADGE NAME	TYPE	COORDINATES	NOTES
Alumnus—Plaque 2 of 5 Badge	History	-1033.2, 35.9, 2136.0	—
Alumnus—Plaque 3 of 5 Badge	History	-1305.6, 5.1, 2982.5	—
Alumnus—Plaque 4 of 5 Badge	History	131.3, -27.0, -788.8	—
Alumnus—Plaque 5 of 5 Badge	History	541.8, 4.0, -1095.3	—
Ensorcelled Badge	Exploration	10175, 159.4, -1090.4	—
Grim Wanderer Badge	Exploration	761.9, 48.3, -2439.9	—
Spiritual Badge	Exploration	-2668.3, 10.6, 1102.0	—

## DARK ASTORIA

BADGE NAME	TYPE	COORDINATES	NOTES
Authority—Plaque 2 of 5 Badge	History	3421.1, 45.8, 3038.0	—
Cairn Warder Badge	Exploration	1025.7, 51.6, 218.3	—
Dark Mystic Badge	Exploration	1679.9, 5.8, 2834.4	—
Researcher—Plaque 3 of 6 Badge	History	5888.1, 0.0, 1543.0	—
Researcher—Plaque 4 of 6 Badge	History	5218.1, 0.0, 128.9	—
Seeker of the Unknown Badge	Exploration	1867.3, -79.6, 1352.8	—

## EDEN

BADGE NAME	TYPE	COORDINATES	NOTES
Crey Fish Badge	Exploration	-1796.0, 0.0, 4550.0	—
Savant—Plaque 4 of 5 Badge	History	-2816.6, -23.1, 2961.1	—
Savant—Plaque 5 of 5 Badge	History	-1312.8, 0.3, 4486.1	—
Unspoiled Badge	Exploration	2480.0, 34.0, 2350.0	—

## FAULTLINE

BADGE NAME	TYPE	COORDINATES	NOTES
Apex Badge	Exploration	278.0, 571, -2257.0	—
Disciple—Plaque 6 of 7 Badge	History	-75.3, -609.4, -10.8	—
Disciple—Plaque 7 of 7 Badge	History	135.0, -863.7, 1012.9	—
Faultless Mystic Badge	Exploration	-843.7, -406.8, -714.2	—
Just Said No to Superadine 5 of 5 Badge	History	-903.0, 17.0, -1982.0	—
Newsman Badge	Exploration	1125.4, -26.9, 1295.9	—
Undamned Badge	Exploration	75.5, -898.2, 1687.0	—



## FOUNDERS' FALLS

BADGE NAME	TYPE	COORDINATES	NOTES
Chaotician Badge	Exploration	828.0, -21.0, 2380.0	—
Foggy Badge	Exploration	969.0, 0.0, 2596.0	—
Savant—Plaque 3 of 5 Badge	History	4243.4, 4.0, 3690.1	—
Scholastic—Plaque 3 of 3 Badge	History	1725.0, -16.0, 2399.9	—

## GALAXY CITY

BADGE NAME	TYPE	COORDINATES	NOTES
Bird Watcher Badge	Exploration	-10099.5, 48.3, -2263.0	—
Blue Shield Badge	Exploration	-1169.3, 39.3, -2468.9	—
Brawler Badge	Exploration	-1184.1, 63.5, -934.8	—
Expert—Plaque 2 of 4 Badge	History	1159.1, 32.0, -714.0	—
Expert—Plaque 3 of 4 Badge	History	412.5, 0.1, 889.5	—
Intellectual—Plaque 2 of 6 Badge	History	-521.5, 0.8, -489.9	—
Land Locked Badge	Exploration	-2035.6, -43.7, 100.9	—
Pupil—Plaque 2 of 5 Badge	History	-751.3, 0.3, -1546.3	—
Student Plaque 3 of 5 Badge	History	-1784.9, 0.0, 498.3	—
Tank Badge	Exploration	-1180.3, 73.4, -586.4	—

## THE HIVE

BADGE NAME	TYPE	COORDINATES	NOTES
Heart of the Hamidon Badge	Exploration	-2.9, -337.7, -2182.1	—
Time Bandit Badge	Exploration		—

## THE HOLLOWES

BADGE NAME	TYPE	COORDINATES	NOTES
Backwoodsman Badge	Exploration	-2157.3, 42.0, 3339.8	—
Digger—Plaque 2 of 5 Badge	History	1353, 5, -3063	—
Digger—Plaque 3 of 5 Badge	History	-2251, 0, -2363	—
Digger—Plaque 4 of 5 Badge	History	1610, 0, -1945	—
Digger—Plaque 5 of 5 Badge	History	875, 65, 3346	—
Gangland Fury Badge	Exploration	-729.2, -11.6, -3515.8	—
Geologist Badge	Exploration	-747.7, -539.8, 1648.8	—
Parapsychologist Badge	Exploration	-700.1, 377.6, 886.7	—
Seeker of Monsters Badge	Exploration	23.4, -345.1, -1280.8	—

## INDEPENDENCE PORT

BADGE NAME	TYPE	COORDINATES	NOTES
Authority—Plaque 3 of 5 Badge	History	909.6, 101.4, -4173.4	—
Authority—Plaque 4 of 5 Badge	History	-1035.0, 35.9, -2441.5	—
Crey Havoc Badge	Exploration	-441.0, 1.8, -270.4	—
Researcher—Plaque 5 of 6 Badge	History	-1626.4, 4.8, 5252.7	—
Valorous Badge	Exploration	-1626.4, 4.8, 5252.7	—
Vigorous	Exploration	-1607.22, 90.04, -1873.79	—





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## KINGS ROW

BADGE NAME	TYPE	COORDINATES	NOTES
Intellectual—Plaque 3 of 6 Badge	History	627.9, -41.2, 969.1	—
Intellectual—Plaque 4 of 6 Badge	History	-56.8, -42.0, -1082.5	—
Intellectual—Plaque 5 of 6 Badge	History	-1365.2, -42.0, 687.9	—
Keen Sighted Badge	Exploration	-2175.9, 97.3, 1143.1	—
Mystic King Badge	Exploration	-375.8, 70.8, 225.4	—
Pupil—Plaque 3 of 5 Badge	History	-169.8, -42.0, -1466.9	—
Pupil—Plaque 4 of 5 Badge	History	-399.6, 0.8, 1757.9	—
Smokey Badge	Exploration	3041.8, -41.7, 1357.9	—
Summoned Badge	Exploration	-940.9, -41.7, 2977.7	—
Upgraded Badge	Exploration	-496.1, 101.7, 767.8	—

## PEREGRINE ISLAND

BADGE NAME	TYPE	COORDINATES	NOTES
Academic—Plaque 2 of 3 Badge	History	-1904.9, 4.8, -7228.8	—
Multidimensional	Exploration	—	Defeat all villains in this mission. Access through Portal Corp.
Portal Parter Badge	Exploration	3044.7, 0.7, 1288.4	—
Shrouded	Exploration	—	Defeat Nighstar in her dimension. Access through Portal Corp.

## PEREZ PARK

BADGE NAME	TYPE	COORDINATES	NOTES
Avatar	Exploration	-1535.87, -32.81, 3175.94	—
Around the Bendis	Exploration	-871.85, -31.50, 3661.51	—
Doc Whedon	Exploration	-2079.87, 32.10, 2860.60	—
Justice Avenger	Exploration	-1025.73, 16.91, 3969.74	—
Territorial	Exploration	-2018.41, -56.27, 1586.18	—

## RIKTI CRASH SITE

BADGE NAME	TYPE	COORDINATES	NOTES
Ace	Exploration	1358.58, 300.76, -267.87	—

## SKYWAY CITY

BADGE NAME	TYPE	COORDINATES	NOTES
Dauntless Badge	Exploration	-705.4, 0.3, -1076.5	—
Disciple—Plaque 5 of 7 Badge	History	733.5, -121.3, -3746.7	—
Healing Node Badge	Exploration	1578.0, -83.7, 677.4	—
Just Said No to Superadine 4 of 5 Badge	History	509, 84, -5511	—
Purifier Badge	Exploration	-1085.9, -15.7, -7612.7	—
Solace Badge	Exploration	2259.9, -83.7, -3365.2	—

## STEEL CANYON

BADGE NAME	TYPE	COORDINATES	NOTES
Bright Star Badge	Exploration	-2987.1, -35.7, 1819.5	—
Disciple—Plaque 1 of 7 Badge	History	-4023.2, -79.2, -271.8	—
Hero Corp Recruit Badge	Exploration	-1764.1, 16.3, 1364.2	—



## STEEL CANYON CONT.

BADGE NAME	TYPE	COORDINATES	NOTES
Just Said No to Superadine 1 of 5 Badge	History	-1762, 0, -1277	—
Just Said No to Superadine 2 of 5 Badge	History	-2177, 0, 751	—
Nimble Mynx Badge	Exploration	-2428.0, 48.3, -3406.8	—
Secret Admirer Badge	Exploration	-3437.5, 0.3, 2536.2	—

## STRIGA ISLE

BADGE NAME	TYPE	COORDINATES	NOTES
Ghost Hunter 2 of 5 Badge	History	-3386, 84, 1001	—
Ghost Hunter 3 of 5 Badge	History	-2667, 0, -415	—
Ghost Hunter 4 of 5 Badge	History	-2553, -31, -2114	—
Ghost Hunter 5 of 5 Badge	History	-271, 96, -2517	—
Sea Dog Badge	Exploration	-470, 0, 1021	—
Super Spy Badge	Exploration	-6656, -15, -2458	—
Vulcanologist Badge	Exploration	-5347.2, 875.1, -794.3	—

## TALOS ISLAND

BADGE NAME	TYPE	COORDINATES	NOTES
Authority—Plaque 1 of 5 Badge	History	1777.6, 22.2, 7844.2	—
Ghost Hunter 1 of 5 Badge	History	1776 32 5176	—
Minotaur Badge	Exploration	1695.5, 16.3, 7698.4	—
Nature Lover Badge	Exploration	2672.5, 124.3, 9117.3	—
Researcher—Plaque 1 of 6 Badge	History	-1147.8, 228.9, 5688.6	—
Researcher—Plaque 2 of 6 Badge	History	-3680.3, 128.5, 1517.7	—
Whitecap Badge	Exploration	-5613.4, 79.8, 1855.6	—

## TERRA VOLTA

BADGE NAME	TYPE	COORDINATES	NOTES
Authority—Plaque 5 of 5 Badge	History	351.3, 188.0, -3604.1	—
Conjunction Junction Badge	Exploration	222.5, 0.0, -7102.0	—
Meltdown Badge	Exploration	1118.6, 721.8, -3079.5	—
Nervous Dreck Badge	Exploration	4457.0, 0.4, -6123.2	—
Researcher—Plaque 6 of 6 Badge	History	2090.7, -0.0, -6054.5	—

## BADGES: ACHIEVEMENTS

BADGE NAME	TYPE	NOTES
Adamant	Take 1, 000, 000 damage (not at once)	—
Advisor	Have a Sidekick for 8 hours	—
Bane of Dannan	Destroy 333 Tuatha de Dannan (any type)	—
Banisher	Destroy 2000 Banished Pantheon Spirits	—
Believer	Defeat Sally Twice	Located in Croatoa
Bone Crusher	Destroy 100 Skulls Bone Daddies	—
Buster	Defeat 20 Halloween Ghost Spirits	Halloween Special Event
Caged	Held 40 Hours	—
Cap Buster	Destroy 333 Red Caps	—
Celebrity	Amass 1,000,000 Influence	—





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## BADGES: ACHIEVEMENTS CONT.

BADGE NAME	TYPE	NOTES
Cold Warrior	Defeat 100 living snow creatures	Winter Special Event
Clockstopper	Defeat Babbage (giant monster)	Find in Boomtown or during Synapse's Task Force
Collector	Collect 25 Badges	—
Confined	Held 20 Hours	—
Dead Head	Defeat 50 Halloween Zombies	Halloween Special Event
Deathless	Clear 5,000,000 Debt (overall)	—
Defender of Truth	Attain Security Level 30	—
Demon Slayer	Defeat Baphomet	Portal Mission
Devilfish	Defeat Luska	—
Dimensional Warder	Destroy all Praetorians	Portal Mission
Doctor	Heal 2,000,000 Points of Damage	—
Ectoplasmic	Defeat 50 Ghosts from the Ghost Ship	Halloween Special Event
Empath	Heal 1,000,000,000 Points of Damage	—
Entangled	Be Held or Slept for 2 Hours Total	—
Epitome	Mentor 300 Hours	—
Explorer	Collect 50 Badges	—
Finder	Destroy 100 Abberant Rectors or Eremites	—
Frozen Fury	Defeat the Wintor Lord	Winter Special Event
Gearsmasher	Defeat 100 Clockwork Gears	—
Giant Killer	Defeat Jack in Irons	Find in Croatoa
Gravedigger	Defeat 100 Vahzilok Embalmed Ones	—
Guide	Have a Sidekick for 40 hours	—
Hallow Spirit	Defeat the Pumpkin King	Halloween Special Event
Haunted	Defeat 100 Ghosts	Find in Croatoa
Hellspawned	Defeat 100 Hellion Damned	—
Hero of the City	Attain Security Level 50	—
Hunter	Defeat 20 Halloween Vampires	Halloween Special Event
Illusionist	Defeat 500 Carnie Illusion Decoys	—
Immortal	Take 1,000,000 Damage	—
Imprisoned	Be Held or Slept for 10 hours total	—
Indestructible	Take 500,000 Hit Points of Damage	—
Infiltrator	Defeat 200 of Crey's Paragon Protectors	—
Invulnerable	Take 50,000,000 Damage	—
Isolator	Defeat 100 Contaminated	Found in "Quarantine", the tutorial zone
Jailed	Held 60 Hours	—
Justice Incarnate	Attain Security Level 40	—
Keeper of Peace	Attain Security Level 20	—
Keeper of Secrets	Defeat Arch-Villain Adamastor in Moth Cemetery	—
Kill Skuls	Defeat 500 Skuls	—
Knight Errant	Prevent Clockwork Paladin from being assembled in King's Row	—
Leader	Earn 2,000,000,000 Influence	—
Legionnaire	Defeat 100 Warrior Bosses	—



## BADGES: ACHIEVEMENTS CONT.

BADGE NAME	TYPE	NOTES
Malleus	Defeat 75 Halloween Witches	Halloween Special Event
Master of Olympus	Defeat Kronos Titan	—
Medic	Heal 250,000 Points of Damage	—
Medical Specialist	Heal 10,000,000	—
Medicine Man	Heal 50,000,000	—
Monkeywrencher	Destroy 50 Combined Zeus Titans	—
Nigh Indestructible	Take 10,000,000 Damage	—
Paradigm	Mentor 400 Hours	—
Paragon	Have a Sidekick for 144 hours	—
Pathfinder	Collect 100 Badges	—
Popular	Earn 100,000,000 Influence	—
Privateer	Defeat 100 Sky Raider Skiffs	—
Protector of Innocents	Attain Security Level 10	—
Protectorate	Defeat 500 Devouring Earth Tree/Fungi/Cairin/Quartz	—
Pumpkin King	Defeat Eochai	Find in Croatoa
Pumpkin Master	Defeat 333 Fir Bolgs	—
Raver	Defeat 50 Raving Trolls	Find in Skyway City at night
Regenerator	Defeat 100 Troll Bosses	—
Restrained	Be Held or Slept for 30 minutes total	—
Role Model	Mentor 200 Hours	—
Sensation	Earn 10,000,000 Influence	—
Shifter	Defeat 15 Halloween Werewolves	Halloween Special Event
Soul Binder	Defeat 200 CoT Mages	—
Spellbinding	Defeat 333 Cabal	—
Statesman's Pal	Defeat Tyrant	—
Superstar	Earn 20,000,000 Influence	—
Surgeon	Heal 1,000,000 Points of Damage	—
Tank Buster	Defeat 100 Freakshow Tank Smashers/Swipers	—
The Silver Bullet	Defeat 200 Council Werewolves	—
The Slayer	Defeat 200 Council Vampyres	—
The Solution	Defeat Jurassik in Crey's Folly	—
Tough	Take 100,000 Hit Points Damage	—
Tourist	Earn 10 Badges	—
Tracer	Defeat 200 Tsoo Sorcerers	—
Trendsetter	Earn 100,000,000 Influence	—
Unbreakable	Take 10,000,000 Hit Points Damage	—
The Unbroken Spirit	Eliminate 800,000 Debt	—
Undying	Eliminate 2,000,000 Debt	—
Unleasher	Defeat Kraken	—
Untouchable	Defeat 100 Family Consiglieres	—
Unveiler	Defeat 100 Fake Nemesis	—
The Unwavering	Eliminate 100,000 Debt	—
The Unyielding	Eliminate 400,000 Debt	—
Visionary	Defeat 100 Rularuu Bosses	—
Volcanic	Defeat Igneous Bosses	—





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## BADGES: ACHIEVEMENTS CONT.

BADGE NAME	TYPE	NOTES
Warden	Defeat 500 Prisoners	—
Weatherman	Defeat 100 Outcast Bosses	—
Zookeeper	Defeat 1000 Rikti Monkeys	—

## BADGES: ACCOMPLISHMENTS

BADGE NAME	TYPE	NOTES
Agent	Complete Marauder Arch-Villain Mission	Praetorian Mission
Bodyguard	Rescue Rikti from Malta Group Mission	Level 45-50
Burkholder's Bane	Complete Ernesto Hess Task Force	Level 24-30
Cabalist	Complete Croatoa Task Force	Level 30-35
Charmer	Complete the Hydra Trial	—
Citadel's Assistant	Complete Citadel's Task Force	Level 25-31
Corrupter	Complete CoT signing pact (Nemesis Mission)	—
Destroyer of Strength	Complete Sara Moore's Task Force	Level 40-50
Emancipator	Defeat the Clockwork King (Alternate Dimension)	Portal Mission
Frontline	Complete Stop the Circles Battle	Get from Cadao Kestrel in Founders' Falls
Honorary Peacebringer	Complete Moonfire's Task Force	Level 23-28
Liberator	Complete the Eden Trial	Level 39-42
Manticore's Associate	Complete Manticore's Task Force	Level 30-35
Meteorologist	Destroy Nemesis Weather Machine	Level 40-44; Get from Maxwell Christopher in Founders' Falls
Mystical Savior	Complete Defeat All Banished Cults Mission	—
Negotiator	Complete Skulls Vs. Clockwork Mission	—
Numina's Compatriot	Complete Numina's Task Force	Levels 35-38
Once the Victor—Ten Times the Victor Complete		
Croatoa Task Force	Defeat Mary Macomber in Croatoa Task Force	Each time you beat Mary Macomber the number is updated from 1-10
Plague Stopper	Complete Plague Stopper Mission	Level 10-16
Portal Smasher	Complete Dr. Quarterfield's Task Force	—
Positron's Ally	Complete Positron's Task Force	Level 10-16
Protector of Kindness	Complete Justin Augustine's Task Force	—
Pwnz	Defeat Freakshow leader	—
Redeemer	Complete 3 Missions for Alexander	—
Sister Psyche's Comrade	Complete Sister Psyche's Task Force	Level 20-26
Slayer of Madness	Complete Faathim the Kind's Task Force	—
Spelunker	Find Missing Fortune Teller	Level 12-14
Spirit Warrior	Stop a war between the Banished Pantheon and the Circle of Thorns	—
Synapse's Cohort	Complete Synapse's Task Force	Level 15-21
The Doctor's Ally	Investigate the Hacker known as the Doctor	Level 35-39
Transcendent	Complete the Cavern of Transcendence Trial	Level 12-15
Transmogrified	Complete a Respec Trial	—
War Wall Defender	Defeat Onakti	Get from Philippa Meraux in Founders' Falls



## ACCOLADES

Collect all the Badges listed to earn the main badge—you also get some special bonuses for earning these:

### Archmage Badge

Mystic King  
Faultless Mystic  
Dark Mystic  
Mystic  
Tracer  
Banisher  
Soul Binder  
Illusionist

**Reward:** Eye of the Magnus

### Atlas Medallion

Top Dog  
Pupil  
Spelunker  
Silver Bullet  
Slayer

**Reward:** +5 Endurance

### Celebrant

This was a one-time special badge awarded to celebrate the one year anniversary of *City of Heroes*.

**Reward:** None

### Freedom Cross

Complete 3rd Terra Volta Respec Mission

### Conspiracy Theorist Badge

The Doctor's Ally  
Infiltrator  
Bird Watcher  
Crey Watcher  
Crey Fish  
Crey Havoc

**Reward:** Crey Pistol

### Freedom Phalanx Reserve Member

Authority  
Gearsmasher  
Tank Buster  
Unveiler  
Brawler  
Summoned  
Keen Sighted  
Nimble Mynx  
Regal  
Purifier  
Vigorous

**Reward:** + 10% Hit Points

### Geas of the Kind Ones

Collect every badge in Croatoa.

**Reward:** +Recovery, +Accuracy, +Recharge, but -Defense

### Portal Jockey

Dimensional Warder  
Hydra D  
Shrouded  
Scholastic

**Reward:** +5 Endurance, +5% Hit Points

### Stalwart Medallion

Complete 1st Terra Volta Respec Mission

**Reward:** None.

### Statesman Star

Complete 2nd Terra Volta Respec Mission

**Reward:** None.

### Ten Times the Victor

Defeat Mary Macomber for the 10th time during the Croatoa Task Force

**Reward:** Witch's Hat

### Vanguard

Finder  
Zookeeper  
Savant  
Ace  
Portal Parter  
Seeker of the Unknown

**Reward:** Vanguard Medal: doubles duration of Disorient, Hold, Immobilize, Fear, Confuse and Sleep powers. It's a Toggle that lasts for 1 minute and is only usable once every 25 minutes

### V.I.P. Badge

This was a one-time special badge awarded to those who bought the *City of Heroes* Collector's Edition DVD.

**Reward:** None

## TASK FORCES

### POSITRON'S TASK FORCE

The Clockwork, the Vahzilok, and the Circle of Thorns come together in a conflict that could tear the city apart.

Contact: Positron  
Location: Steel Canyon  
Levels: 10-15

### SYNAPSE'S TASK FORCE

Track down the big brain behind the Clockwork.

Contact: Synapse  
Location: Skyway City  
Levels: 15-20

### SISTER PSYCHE'S TASK FORCE

The Freakshow are about to get loud.

Contact: Sister Psyche  
Location: Independence Port  
Levels: 20-25

### CITADEL'S TASK FORCE

Help Citadel track down the new technology powering the Council's Mech Men.

Contact: Citadel  
Location: Independence Port  
Levels: 25-30





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## MANTICORE'S TASK FORCE

Help Manticore get to the heart of the trouble at Crey.

Contact: Manticore  
Location: Brickstown  
Levels: 30-35

## NUMINA'S TASK FORCE

Numina senses a great disturbance that only you can put right.

Contact: Numina  
Location: Founders' Falls  
Levels: 35-38

## THE MECH MAN COMETH

Stop the danger lurking within Striga Isle's great volcano.

Contact: Ernesto Hess  
Location: Striga Isle  
Levels: 25-30

## A TANGLED PLOT

Team up with the Cabal to take on the deadly Red Caps.

Contact: Katie Hannon  
Location: Croatoa  
Levels: 30-34

## TRIALS

### PRISONERS OF EDEN

Four heroes are imprisoned deep within the Devouring Earth's overrun Eden.

Contact: Woodsman  
Location: Eden  
Levels: 39-41

### TERRA VOLTA

The reactor in Terra Volta is under attack! Stop it before the city becomes powerless.

Level 24-33 Contact: Jane Hallaway  
Location: Independence Port  
Level 34-43 Contact: James Harlan  
Location: Founders' Falls

Level 44-50 Contact: Richard Flagg  
Location: Rikti Crash Site

## DESCENT TO THE HYDRA

Deep within the sewer, a hideous danger lurks.

Contact: Maren MacGregor  
Location: Founders' Falls  
Levels: 35-40



## TITLES

LEVEL 15	LEVEL 25				
Awesome	MAGIC	MUTANT	NATURAL	SCIENCE	TECHNOLOGY
Bold	Arcane	Audacious	Accomplished	Adept	Armored
Courageous	Baffling	Bizarre	Brave	Bright	Brilliant
Daring	Cosmological	Colossal	Captivating	Curious	Crafty
Extraordinary	Dread	Dazzling	Death Defying	Deductive	Discerning
Famous	Esoteric	Eerie	Estimable	Exceptional	Excellent
Gallant	Frightening	Freaky	Fabulous	Far-Seeing	Famed
Heroic	Ghostly	Grotesque	Grim	Glorious	Galvanized
Incomparable	Haunted	Humongous	Horrrifying	Honorable	Herculean
Legendary	Ineffable	Incomprehensible	Insightful	Indescribable	Indestructible
Magnificent	Lofty	Liminal	Lone	Lucky	Learned
Outstanding	Mythic	Marvelous	Mysterious	Majestic	Mechanical
Powerful	Occult	Ominous	Obdurate	Otherworldly	Outlandish
Remarkable	Petrifying	Peculiar	Peerless	Phenomenal	Potent
Startling	Radiant	Resplendent	Resolute	Redoubtable	Resilient
Terrific	Supernatural	Strange	Sublime	Stupendous	Splendid
Ultimate	Terrifying	Tremendous	Talented	Thoughtful	Titanic
Valiant	Unknowable	Unnatural	Unfathomable	Unearthly	Unbreakable
Wonderful	Venerable	Victorious	Virtuous	Venturous	Valorous
	Wise	Weird	Wary	Watchful	Wired



## ***FREE BINDER UPDATE***

***(COVERS ISSUE 7)***

***WRITTEN BY JACK EMMERT, CREATOR OF COH AND COV, AND  
THE CRYPTIC STUDIOS DESIGN TEAM***





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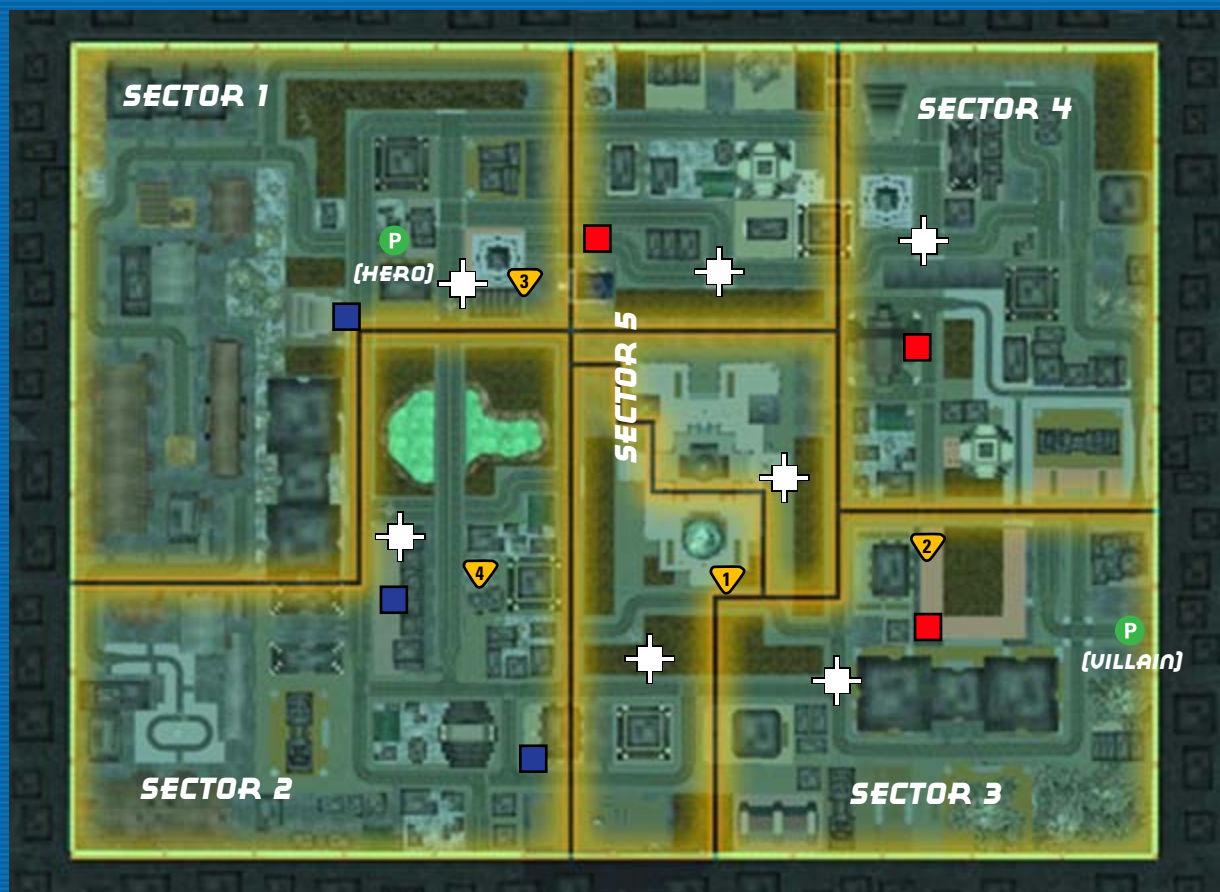
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## RECLUSE'S VICTORY



### VILLAIN BASE



### HERO BASE



**P** Villain Start

**P** Hero Start

**■** Heavy Platform Villain

**■** Heavy Platform Hero

**+** Temporal Anchors

**+** Hospital

**△** Exploration Badges

Villains  
Globetrotter (1)  
Raganarok (2)  
Dark Victory (3)  
Last Stand (4)

Heroes  
Globetrotter (1)  
Raganarok (2)  
Temporal Fighter (3)  
Last Stand (4)

**①** Portal to Grandville

**②** Portal to Atlas Park

**③** Portal to Above

**I** Informants (Villain Base)

Arachnos Orientation Adjutant (1)  
Arbiter Minos (2)  
Arbiter Uller (3)

**I** Informants (Hero Base)

D.A.T.A. Orientation Adjutant (1)  
Commander Murat (2)  
D.A.T.A. Tech Congreves (3)





## NOTE

*This is a Level 40–50 zone.*

For decades, Lord Recluse has been plotting to destroy Statesman. He has been using captured D.A.T.A. and Portal Corp. scientists' time technology to create a Destiny Portal—a portal that can travel to alternate futures. Tweaked by Dr. Aeon and perfected by his Mu Mystics, the Destiny Portal has allowed the Spider Lord to experiment with the time stream, visiting alternate timelines of Atlas Park, with hopes of domination.

After extensive research, an alternate, larger, temporal portal was built. This portal's signal locks on to a specific thread in the time stream, one where Recluse has gained a foothold into this world. Arachnos's control is maintained through various Temporal Anchors throughout Atlas Park. But Lord Recluse is opposed by Longbow and heroes, so the timeline is not permanently set on either good or evil.

If successful, Recluse's Victory will create a "butterfly effect," changing the time continuum of today and bringing the defeat of Statesman and the Freedom Phalanx.

The only thing holding Lord Recluse back from his dream is

that the temporal anchors, pillbox-like structures with turret defense systems, will not stay locked down long enough to keep the timeline frozen for more than a few minutes at a time.

In recent months, Freedom Corps operatives, through great sacrifice on the beaches and in the under city of Grandville, have learned about the temporal portal and have rescued captured scientists that Lord Recluse used to build and maintain it. These scientists brought with them schematics of the portal and the knowledge of how it was being used. The scientists told how they constructed the temporal anchors with built-in reset buttons that would not let Lord Recluse maintain his dream. They are not sure, but they think that the reset system can be overridden if the temporal anchors are locked into one timeline or another long enough.

The Freedom Corps knew it had to act. With the aid of D.A.T.A. and the scientists of Portal Corp., it built its own temporal portal and managed to secure a base under the alternate city of Atlas Park in Recluse's Victory. A call has gone out to gather the city's most prestigious Heroes and task them with traveling forward into this time stream.

Now the forces of Arachnos and Longbow battle in a recursive future courtesy of the temporal portal. Each victory and defeat brings reality one step closer to "true time." It's up to the Heroes of Paragon City to defeat Lord Recluse time and time again, making that reality more and more real until it finally takes hold and denies all other conclusions. The Villains have the opposite goal, and must try to litter Atlas Park with the broken bodies of their hated foes, securing the anchors for themselves.

Recluse's Victory is a multi-game PvP zone that lets the players feel that they are impacting the world in which they are fighting. This is really an epic battle of the ages, in which even Statesman and Recluse will take part.

## ENTRANCES

Heroes can enter Recluse's Victory through the D.A.T.A. center in City Hall. In addition, players can monitor which side is capturing various pillboxes in the zone by watching the map of the future Atlas Park in the D.A.T.A. office.

Villains go into the zone through the gateway in the bowels of the Watchtower in Grandville. Just as D.A.T.A. keeps track of each side's progress, so too does Arachnos have a map set up just outside its teleportation facilities. Another map is set up in Port Oakes at Supergroup registration, where players can see which side is dominating the future.

Both Heroes and Villains have posted personnel just inside the zone to debrief newcomers to the area. A D.A.T.A. orientation adjutant informs Heroes of what they can expect and introduces players to two other personnel







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who can help in the base. Commander Murat describes details about how the zone works. D.A.T.A. tech Congreves gives a thorough rundown on the support vehicles available and the pillboxes. For the Villains, an Arachnos orientation adjutant provides the initial information, while Arbiter Uller explains how the war for the future works, and Arbiter Minos discusses the weapons at Arachnos's disposal.

## GAMEPLAY OVERVIEW

Atlas Park is engulfed in a massive battle between the combined forces of the Freedom Corps and Freedom Phalanx against Arachnos. Player Heroes and Villains bolster each side of this conflict. Turreted pillboxes serve as temporal anchors that control whether a section of the city is in Arachnos or Longbow hands. Heavy support robots provide extra firepower for both sides.

Both armies have a secure base under the city where players arrive. Players are fully debriefed before they head aboveground. There is an ops map in each base that gives live updates of who controls which neighborhoods, as



well as locations of pillboxes and heavy support platforms.

Aboveground, the city is an abandoned ruin. Buildings are covered in graffiti and windows are boarded up. Trash fills the streets, and the sky looms gray. The players' goal is to seize control of the pillboxes that are the zone's temporal anchors and claim the future for their side. Capturing six of the seven anchors creates a win condition for a limited period when players can reap special rewards.

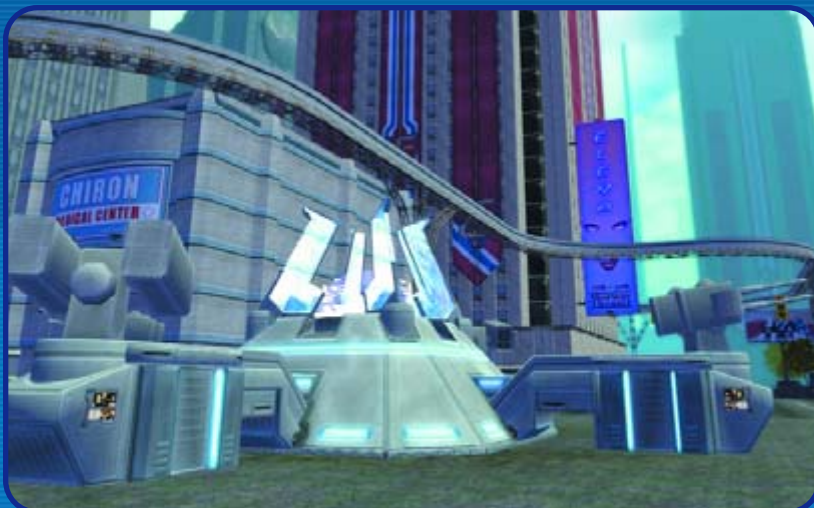
### PILLBOXES

Control of Recluse's Victory is represented by seven temporal anchor pillboxes strategically placed in the zone. These

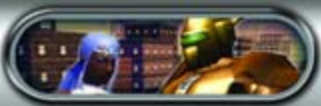
pillboxes are low concrete bunker gun platforms for turrets, with a central raised area that is open on top. The central raised area contains computer control panels that enable the turret systems and switch the pillbox over to the player's side; there is just enough room in this control area for two players. Holographic panels display which side, if any, currently controls the temporal anchor (red—Arachnos, blue—Longbow).

To capture a neutral pillbox, players must first defeat the four active ball turrets, then travel into the middle of the platform and click on the interruptible control panel for five seconds (as with Bloody Bay fire bases). If the pillbox has already been captured by the enemy, the turrets on the pillbox must be defeated before the control panel can be operated/clicked on. While controlling a temporal anchor, a player is protected by a defensive force field.

While in the zone, players can track the status of the pillboxes in the Navigation Window. Each pillbox is represented by a circle; the color represents its status. Additionally, players can follow the status of each temporal anchor by looking at their Navigation Window.







The turrets that spawn become henchmen of the player who enacted the pillbox. This means they will work like other henchmen in the game, except that they do not move, and will not get teleported to the player should he move too far away from him.

After a player leaves the pillbox, the turrets stop becoming his henchmen, and switch to team ID of the player. They will stay in this state even if the player returns to the pillbox. At this point, the hologram control panel pops up showing no ownership of the turrets. The player, or anyone on the player's side (Hero/Villain) may jump in and claim the turrets by clicking on the control panel.

Turrets that are destroyed do not regenerate. If all four turrets are destroyed, the pillbox is still in control of the side that previously owned it, and will stay that way until the enemy takes it, or a game win or reset state changes it.

### **SUPPORT ROBOTS**

Until claimed, support robots are deactivated and sitting on their platforms. A player claims a support robot by completing an interruptible touch task on the computer terminal on the platform. When the task is completed, the robot comes to life and functions as a Mastermind pet. When a robot is destroyed, a new one spawns at its starting platform. No more than three robots can be in play on either side. If the player is defeated, the robot is also destroyed. The support robots for Villains come in the form of huge Tarantulas—Arachnos Heavy Blasters. Heroes can utilize huge Longbow robots called Cataphracts. You can only control one Heavy Support Robot at a time.

### **REINFORCEMENTS**

When one side gains control of four pillboxes, two or three

Signature characters belonging to the losing side will teleport in and help take back the pillboxes controlled by the enemy forces. The Signature characters will remain in the zone until either defeated or the zone resets.

These reinforcements randomly teleport into the zone at several locations. Once in the zone, they will head to the nearest enemy-held pillbox and attack it to take down the turrets, stopping only to defend against attackers. When a pillbox has been taken down, they will move to the next enemy-held pillbox and do the same thing. When a character Hero/Villain is defeated, he or she will be teleported out via an effect.

These Signature characters keep appearing until the losing side takes one more pillbox than the other. Signature characters won't appear if there are any left over from the previous spawn.

### **WINNING**

Players must capture six temporal anchors to seize Atlas Park. For five minutes, the geometry of the entire zone shifts to their side. Even the sky changes to match the mood of the winning group. The zone remains this way for five minutes and certain special rewards occur. The losing force can end this period more quickly by defeating 100 enemy entities—player or AI. After this period is over, the zone reverts to a neutral state.

### **REWARDS**

Temporal points are a special reward feature available only in Recluse's Victory. A player's temporal points are recorded in the Navigation Window. Players earn points according to the following table:

#### **RECLUSE'S VICTORY AWARDS**

##### **ACTION**

Destroy Turret

Capture Pillbox

Defeat a Player

Defeat a Signature Character

Fight on the Side that Captures Six Pillboxes

Negative points for being defeated

Note that every member of a team that accomplishes the task receives the reward, with one exception: A team must do at least 10 percent of the hit point damage to the Signature character in order to qualify for the reward.

At the end of a battle and time reset, any player who has 1,000 points will receive a temp power pet, a small version of the Heavy class support robots from this zone. These points will also revert to zero when the game resets. This temp power acts like a normal pet (not a Mastermind), and can be used outside of the zone.

### **TIP**

A special easter egg is the existence of an Infected in the zone's train station. Hero players desperate to earn the Isolator Badge, achieved by defeating the Infected that inhabit the tutorial, can now do so. However, cunning Villains might just camp out at that spot and wait for the unwary do-gooder to come by....





# APPENDIX

## ACCOLADES

BADGE NAME	CRITERIA	NOTES	REWARD
Passport	To be given when a character executes a Server Transfer	This is currently only available to characters on the European servers who transferred from the U.S. servers	—
V.I.P.	Given to characters who installed the DVD Edition of CoH	—	—
Received the Atlas Medallion	Earn Top Dog, Pupil, Spelunker, The Silver Bullet, and The Slayer badges	—	+5 Endurance
Conspiracy Theorist	Earn Infiltrator, Doctor's Ally, Crey Fish, Crey Watcher, Crey Havoc, and Bird Watcher badges	—	Crey Pistol
Portal Jockey	Earn Dimensional Warder, Multidimensional, Shrouded, and Scholastic badges	—	+5 Endurance, +5% Hit Points
Freedom Phalanx Reserve Member	Earn Authority, Gearsmasher, Tank Buster, Unveiler, Brawler, Summoned, Keen Sighted, Nimble Mynx, Regal, Purifier, and Vigorous badges	—	+10% Hit Points
Archmage	Earn Mystic King, Faultless Mystic, Dark Mystic, Mystic, Tracer, Banisher, Soul Binder, and Illusionist badges	—	Eye of the Magnus
Vanguard	Earn Ace, Portal Parter, Savant, Zookeeper, and Finder badges	—	Vanguard Medal: doubles duration of Disorient, Hold, Immobilize, Fear, Confuse, and Sleep powers. It's a Toggle that lasts for 1 minute and is only usable once every 25 minutes
Received the Stalwart Medallion	Complete the CoH Respec Trial once / Use your first earned Respec	—	—
Earned the Statesman Star	Complete the CoH Respec Trial twice / Use your second earned Respec	—	—
Awarded the Freedom Cross	Complete the CoH Respec Trial three times / Use your third earned Respec	—	—
Celebrant	Log in character during May 2005 for 1 year anniversary of City of Heroes	Only available during April 2005	—
Once the Victor	Defeat Mary MacComber once	—	—
Twice the Victor	Defeat Mary MacComber two successive times	—	—
Thrice the Victor	Defeat Mary MacComber three successive times	—	—
Four times the Victor	Defeat Mary MacComber four successive times	—	—
Five times the Victor	Defeat Mary MacComber five successive times	—	—
Six times the Victor	Defeat Mary MacComber six successive times	—	—
Seven times the Victor	Defeat Mary MacComber seven successive times	—	—
Eight times the Victor	Defeat Mary MacComber eight successive times	—	—
Nine times the Victor	Defeat Mary MacComber nine successive times	—	—
Ten times the Victor	Defeat Mary MacComber ten successive times	—	Witch's Hat
Geas of the Kind Ones	Defeat Mary MacComber, Earn Giant Killer, Pumpkin King, Believer, Cap Buster, Pumpkin Master, Bane of Dannan, Spellbinding, and Haunted badges	—	+Recovery, +Accuracy, +Recharge, but -Defense
Longbow Reservist	Received when logging in during the 2005 Holiday Event	Only available during the Holiday 2005 event	—
Holiday Spirit	Complete the 2005 Holiday Event mission	You are granted a free session at the tailor and a Holiday Hat	—
Toy Collector	Open 200 presents	Only available during the Holiday 2005 event	—
Task force Commander	Earn the Positron's Ally, Synapse's Cohort, Sister Psyche's Comrade, Citadel's Assistant, Manticores Associate, and Numina's Compatriot badges	—	Adds 5% to your hit points and grants the Epaulettes costume piece
Heart of Light	Received when logging in during the Valentine's 2006 event	Only available during the Valentine's 2006 event	Unlocks the toga costume option
Reveler	Log in character during May 2006 for the 2 year anniversary of City of Heroes	Only available during the April 2006 2 year anniversary	—

## BADGES: ACHIEVEMENTS

BADGE NAME	CRITERIA	NOTES
Adamant	Take 1,000,000 damage (not at once)	—
Advanced Holodisplay Plans	Supergroup wins 10 raids	—
Advisor	Have a Sidekick for 8 hours	—



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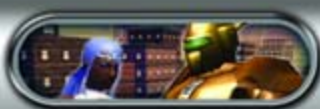
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## BADGES: ACHIEVEMENTS CONT.

BADGE NAME	CRITERIA	NOTES
Analyzer Base Defense	Supergroup takes 20,000,000 points of damage in SG mode	—
Auto-Doc Plans	Supergroup heals 5,000,000 damage in SG mode	—
Autonomous Expert System Plans	Supergroup deals 50,000,000 damage in SG mode	—
Bane of Dannan	Destroy 333 Tuatha de Dannan (any type)	—
Banisher	Defeat 200 Banished Pantheon "Spirit of's	—
Believer	Defeat Sally Twice	Located in Croatoa
Benedict DR Turret Plans	Supergroup does 200 Circle of Thorns missions, collectively	—
Benedict DR-2 Turret Plans	Supergroup earns 1,000,000 Prestige	—
Benedict DR-3 Turret Plans	Supergroup earns 10,000,000 Prestige	—
Bonecrusher	Defeat 50 Skull Bosses	—
Buster	Defeat 20 Halloween Event Ghosts	Only available during the 2004 Halloween Special Event
Caged	Be Held or Slept for 40 hours	—
Cap Buster	Defeat 333 Red Caps	—
Celebrity	Amass 1,000,000 Influence	—
Clockstopper	Defeat Babbage (Clockwork Giant Monster)	Find in Boomtown or during Synapse's Task Force
Cold Warrior	Defeat 100 Winter Horde (Winter Event) creatures	Only available during the 2004 Winter Special Event and the 2005 Holiday Event
Collector	Collect 25 Badges	—
Combat Log Plans	Supergroup heals 100,000,000 damage in SG mode	—
Confined	Be Held or Slept for 20 hours	—
Dead Head	Defeat 50 Halloween Event Zombies	Only available during the 2004 Halloween Special Event
Deathless	Clear 5,000,000 Debt (overall)	—
Dee Jay	Defeat 50 Supa Trolls	Skyway City Zone Event
Defender of Truth	Attain Security Level 30	—
Demon Slayer	Defeat Baphomet (CoT Giant Monster)	Portal Mission
Devilfish	Defeat the Lusca	Independence Port Zone Event
Dimensional Warder	Defeat Anti-Matter, Battle Maiden, Black Swan, Bobcat, Chimera, Diabolique, Dominiatrix, Infernal, Malaise, Marauder, Nueron, Nightstar, Siege (All Praetorian Arch-Villains)	Portal Mission
Disruptor	Achieve a PvP Reputation of 200	—
Doctor	Heal 2,000,000 Points of Damage	—
Ectoplasmic	Defeat 50 Ghosts from the Ghost Ship Zone Event	—
Emergency Capacitor Plans	Supergroup removes 2,000,000 debt in SG mode	—
Empath	Heal 1,000,000,000 Points of Damage	—
Entangled	Be Held or Slept for 2 Hours Total	—
Epitome	Sidekick someone for 40 hours	—
Eradicator	Defend successfully in a Base Raid	—
Exalted	Work off 10,000,000 debt	—
Explorer	Collect 50 Badges	—
Finder	Defeat 100 Lost Bosses	—
Fire Chief	Defeat 100 Hellion Arsonists and 100 Fires	Steel Canyon Zone Event
Firebase Zulu Security Detail	Spend 180 minutes in the Shadow Shard	All Shadow Shard zones count toward this badge
Firefighter	Defeat 25 Hellion Arsonists and 25 fires	Steel Canyon Zone Event
Forward Observer	Achieve a PvP Reputation of 400	—
Frozen Fury	Defeat the Winter Lord (Winter Event Giant Monster)	Only available during the 2004 Winter Special Event
Fusion Generator Plans	Supergroup spends 50 hours total in PvP Zones (In SG mode)	—
Gas Trap Base Defense	Supergroup is slept or held for 30 hours total	—





## BADGES: ACHIEVEMENTS CONT.

BADGE NAME	CRITERIA	NOTES
Gearsmasher	Defeat 100 Gears	Remnants of defeating a Clockwork Boss
Giant Killer	Defeat the Jack in Irons (Red Caps Giant Monster)	Find in Croatoa
Grand Lanista	Win 10 Gladiator Matches	—
Gravedigger	Defeat 100 Vahzilok Embalmed Zombies	—
Guide	Have a Sidekick for 40 hours	—
Hallow Spirit	Defeat the Halloween Event Pumpkin King Giant Monster	Only available during the 2004 Halloween Special Event
Handsome	Complete the two mission story arc for the Valentine's 2006 event	Only available during the Valentine's 2006 event. Nectar temp power reward
Haunted	Defeat 333 Ghosts in Croatoa	—
Hellspawned	Defeat 50 Hellion Bosses	—
Hero of the City	Attain Security Level 50	—
Hunter	Defeat 20 Halloween Event Vampires	Only available during the 2004 Halloween Special Event
Illusionist	Defeat 500 Carnival of Shadows Illusionist Decoys	—
Immortal	Take 1,000,000,000 points of damage	—
Imprisoned	Be Held or Slept for 10 hours total	—
Improved Energy Turret	Supergroup attempts the Cathedral of Pain mission 20 times	—
Improved Igniter	Supergroup defeats 4000 Longbow Flamethrower troopers, while in SG mode.	—
Indestructible	Take 500,000 Hit Points of Damage	—
Infiltrator	Defeat 200 of Croy's Paragon Protectors	—
Invulnerable	Take 500,000,000 points of damage	—
Irradiated	Spend 5 hours in Bloody Bay	—
Isolator	Defeat 100 Contaminated	Found in "Outbreak," the tutorial zone
Jailed	Be Held or Slept for 80 hours	—
Justice Incarnate	Attain Security Level 40	—
Keeper of Peace	Attain Security Level 20	—
Keeper of Secrets	Defeat Adamastor	Banished Pantheon Giant Monster
Kill Skulls	Defeat 500 Skulls	—
Knight Errant	Stop the Clockwork Paladin from being assembled	Kings Row Zone Event
Leader	Earn 2,000,000,000 Influence	—
Legionnaire	Defeat 100 Warrior Bosses	—
Malleus	Defeat 75 Halloween Event Witches	Only available during the 2004 Halloween Special Event
Man in Black	Defeat 200 Shivans	—
Master of Olympus	Defeat Kronos Titan	Malta Giant Monster
Master Thief	Must successfully steal an Item of Power in a Base Raid	—
Medic	Heal 250,000 Points of Damage	—
Medical Specialist	Heal 10,000,000	—
Medicine Man	Heal 50,000,000	—
Mega Monitor Plans	Supergroup has 5 Supergroup badges	—
Monkeywrencher	Defeat 50 Zeus Titans	—
Nigh Indestructible	Take 100,000,000 points of damage	—
Paradigm	Sidekick someone for 80 hours	—
Paragon	Sidekick someone for 100 hours	—
Pathfinder	Collect 100 Badges	—
Popular	Earn 1,000,000,000 influence	—
Privateer	Defeat 100 Sky Raider Skiffs	—
Protector of Innocents	Attain Security Level 10	—
Protectorate	Defeat 500 Devouring Earth Emanators	—
Pumpkin King	Defeat the Eochai (Fir Bolg Giant Monster)	Located in Croatoa
Pumpkin Master	Defeat 333 Fir Bolgs	—



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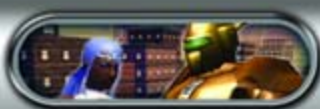
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## BADGES: ACHIEVEMENTS CONT.

BADGE NAME	CRITERIA	NOTES
Raver	Defeat 50 Raving Trolls	Skyway City Zone Event
Regenerator	Defeat 100 Troll Bosses	—
Reinforcement	Defeat 20 players in PvP	—
Repulsor Base Defense	Supergroup removes 1,000,000 debt in SG mode	—
Restrained	Be Held or Slept for 30 minutes total	—
Robo-Surgery Plans	Supergroup heals 25,000,000 damage in SG mode	—
Rocketman	Launch the Warburg Rocket 10 times	—
Role Model	Sidekick someone for 20 hours	—
Sensation	Earn 10,000,000 Influence	—
SG Mission Computer	Supergroup members have had Sidekicks for 5 total hours, in SG mode	—
Shifter	Defeat 15 Halloween Event Werewolves	Only available during the 2004 Halloween Special Event
Siren's Song	Spend 5 hours in Siren's Call	—
Soul Binder	Defeat 200 CoT Bosses	—
Spellbinding	Defeat 333 Cabal	—
Statesman's Pal	Defeat Tyrant	Praetorian Arch Villain
Superstar	Earn 20,000,000 Influence	—
Surgeon	Heal 1,000,000 Points of Damage	—
Tank Buster	Defeat 100 Freakshow Bosses	—
The Silver Bullet	Defeat 200 Council Werewolves	—
The Slayer	Defeat 200 Council Vampyri	—
The Solution	Defeat Jurassik	Devouring Earth Giant Monster in Crey's Folly
The Unbroken Spirit	Eliminate 800,000 Debt	—
The Unwavering	Eliminate 100,000 Debt	—
The Unyielding	Eliminate 400,000 Debt	—
Time Traveller	Spend 5 hours in Recluses' Victory	—
Toothbreaker	Complete the mission for DJ Zero 5 times	Only available during the Valentine's 2006 event
Tough	Take 100,000 Hit Points Damage	—
Tourist	Earn 10 Badges	—
Tracer	Defeat 200 Tsoo Sorcerers	—
Trailblazer	Earn 200 badges	—
Trendsetter	Earn 100,000,000 Influence	—
Trillionaire	Earn 2,000,000,000 influence	—
Troll Task Force Member	Spend 60 minutes in The Hollows	—
Unbreakable	Take 10,000,000 Hit Points Damage	—
Undying	Eliminate 2,000,000 Debt	—
Unleasher	Defeat Kraken	Hydra Giant Monster
Untouchable	Defeat 100 Family Bosses	—
Unveiler	Defeat 100 Fake Nemesis	—
Venomous	Defeat 200 Arachnos Toxic Tarantula Bosses	—
Visionary	Defeat 100 Rularru Sentry Bosses	—
Volcanic	Defeat 100 Igneous Bosses	—
Volunteer Firefighter	Defeat 10 Hellion Arsonists	Steel Canyon Zone Event
Warden	Defeat 500 Brickstown Prisoners	—
Weatherman	Defeat 100 Outcast Bosses	—
Web Master	Spend 5 hours in Warburg	—
Zookeeper	Defeat 1000 Rikti Monkeys	—





## BADGES: ACCOMPLISHMENTS

BADGE NAME	CRITERIA	NOTES
Agent	Complete Defeat Marauder and His Guards mission	Praetorian Mission
Arachnophobic	Defeat Lord Recluse in Recluse's Victory, and be a hero	—
Bantamweight Champion	Win a Bantamweight Tournament	—
Bodyguard	Complete Rescue C'Kelkah mission	Level 45 - 50
Burkholder's Bane	Complete the Ernesto Hess Task Force	Level 24 - 30
Cabalist	Complete Katie Hannon's Taskforce	Level 30 - 35
Charmer	Complete the Abandoned Sewers Trial	—
Citadel's Assistant	Complete Citadel's Task Force	Level 25-31
Corrupter	Stop Nemesis from signing a treaty with the Circle of Thorns	—
Cruiserweight Champion	Win a Cruiserweight Tournament	—
Destroyer of Strength	Complete Sara Moore's Taskforce	Level 40 - 50
The Doctor's Ally	Complete Locate Hacker Before Crey Can mission	Level 35 - 39
Dreamkiller	Complete Barracuda's Task Force	—
Emancipator	Complete Find Source of Psychic Energy mission	Portal Mission
Featherweight Champion	Win a Featherweight Tournament	—
Flyweight Champion	Win a Flyweight Tournament	—
Frontline	Complete Stop the Circle of Thorns from Contacting an Alternate World mission	Get from Cadao Kestrel in Founders' Falls
Heavyweight Champion	Win a Heavyweight Tournament	—
Honorary Peacebringer	Complete Moonfire's Task Force	Level 23-28
Justiciar	Earn the Arachnophobic, Wrangler, Poltergeist, Sandblasted, Shark Hunter badges	—
Liberator	Complete the Eden Trial	Level 39-42
Lightweight Champion	Win a Lightweight Tournament	—
Manticore's Associate	Complete Manticore's Task Force	Level 30-35
Meteorologist	Complete Find out why Nemesis is Concerned with the Weather mission	Level 40 - 44; Get from Maxwell Christopher in Founders' Falls
Middleweight Champion	Win a Middleweight Tournament	—
Mystical Savior	Complete Defeat All Banished Cults Mission	—
Negotiator	Complete the Defeat all the Clockwork and Skulls mission	—
Numina's Compatriot	Complete Numina's Task Force	Levels 35-38
Once the Victor—Ten	—	—
Plague Stopper	Complete the Destroy Plague Containers mission	Level 10 - 16
Poltergeist	Defeat Ghost Widow in Recluse's Victory, and be a hero	—
Portal Smasher	Complete Dr. Quarterfield's Task Force	—
Positron's Ally	Complete Positron's Task Force	Level 10-16
Protector of Kindness	Complete Justin Augustine's Task Force	—
Pwnz	Complete the Defeat Freakshow Leader, His Crew mission	—
Redeemer	Prove your honor and strength to Alexander of the Warriors	—
Sandblasted	Defeat Scirocco in Recluse's Victory, and be a hero	—
Sharkhunter	Defeat Captain Mako in Recluse's Victory, and be a hero	—
Sister Psyche's Comrade	Complete Sister Psyche's Task Force	Level 20-26
Slayer of Madness	Complete Faathim the Kind's Task Force	—
Somewhere in Time	Take over 100 Pillboxes in Recluse's Victory	—
Spelunker	Complete the Find the missing fortune teller mission	Level 12 - 14
Spirit Warrior	Complete the Defeat all Villains in Sewer mission	—
Strawweight Champion	Win a Strawweight Tournament	—
Super Heavyweight Champion	Win a Super Heavyweight Tournament	—
Synapse's Cohort	Complete Synapse's Task Force	Level 15-21



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## BADGES: ACCOMPLISHMENTS

BADGE NAME	CRITERIA	NOTES
Temporal Agent	Control 10 Heavies in Recluse's Victory	—
Temporal Soldier	Control 250 Heavies in Recluse's Victory	—
Temporal Spy	Control 50 Heavies in Recluse's Victory	—
Time Bandit	Take over 1000 Pillboxes in Recluse's Victory	—
Time Machinist	Take over 10 Pillboxes in Recluse's Victory	—
Transcendent	Complete the Cavern of Transcendence Trial	Level 12-15
Transmogrified	Complete a Terra Volta Respec Trial	—
War Wall Defender	Defeat Onakti	Get from Philippa Meraux in Founders' Falls
Welterweight Champion	Win a Welterweight Tournament	—
Wrangler	Defeat Black Scorpion in Recluse's Victory, and be a hero	—

## ABANDONED SEWERS

BADGE NAME	TYPE	COORDINATES	NOTES
Academic Badge	History	465.0, -576.0, -1558.0	Plaque 1 of 3
Head of Hydra	Exploration	—	Defeat the Hydra Head in the Sewer Trial and stand in its location.

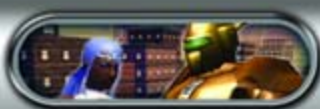
## ATLAS PARK

BADGE NAME	TYPE	COORDINATES	NOTES
Alumnus Badge	History	-641.0, 16.0, 943.1	Plaque 1 of 5
Digger Badge	History	1157.5, 42.9, -775.6	Plaque 1 of 5
Expert Badge	History	630.40, 0.00, 965.28	Plaque 1 of 4
Freedom Badge	Exploration	124.3, 121.8, -641.1	—
Hero Corp Insider Badge	Exploration	283.2, 16.2, -889.9	—
Intellectual Badge	History	2547.1, 0.8, -1179.1	Plaque 1 of 6
Patriot Badge	Exploration	159.5, -767.7, -672.9	—
Pupil Badge	History	510.8, 0.5, -1150.8	Plaque 1 of 5
Silent Sentinel Badge	Exploration	-609.5, 70.0, -1889.7	—
Student Badge	History	1324.8, 4.3, 416.4	Plaque 1 of 5
Student Badge	History	-1150.0, -16.0, -171.5	Plaque 2 of 5
Top Dog Badge	Exploration	133.5, 314.0, -341.2	—
Undefeated Badge	Exploration	632.9, 84.9, 2322.8	—

## BLOODY BAY

BADGE NAME	TYPE	COORDINATES	NOTES
Ghoulish	Exploration	115.2 65.0 359.7	—
Hungry	Exploration	-1197.5 0.0 -713.1	—
Imploding	Exploration	1907.9 128.5 1334.5	—
Lobbyist	Exploration	2285.1 129.8 -820.9	—





## BOOMTOWN

BADGE NAME	TYPE	COORDINATES	NOTES
Destined for Valhalla Badge	Exploration	-4097.6, 352.2, 2474.6	—
Disciple Badge	History	-686.3, 272.1, 3122.7	Plaque 2 of 7
Disciple Badge	History	-2647.3, 5.1, 3055.3	Plaque 3 of 7
Disciple Badge	History	-1907.3, 130.0, 755.6	Plaque 4 of 7
Just Said No to Superadine Badge	History	1139, 0, -139	Plaque 3 of 5
Phalanxer Badge	Exploration	-2002.4, -15.6, 5181.1	—
Regal Badge	Exploration	-448.6, 42.3, 2171.3	—
Vision of Despair Badge	Exploration	-754, 0, -594	—
Scholar	History	-1668.0 -0.0 4725.6	Plaque 4 of 5

## BRICKSTOWN

BADGE NAME	TYPE	COORDINATES	NOTES
Inmate Badge	Exploration	-1727.0, 24.0, 1152.5	—
Mystic Badge	Exploration	-593.2, 32.3, 1379.1	—
Scholastic Badge	History	-229.2, 0.0, -368.9	Plaque 1 of 3
Scholastic Badge	History	-3463.5, -0.0, 2065.0	Plaque 2 of 3

## CREY'S FOLLY

BADGE NAME	TYPE	COORDINATES	NOTES
Burning the Midnight Oil Badge	Exploration	836.0, 24.0, 1797.0	—
Crey Watcher Badge	Exploration	1080.4, 0.3, 2321.3	—
Savant Badge	History	2565.6, 4.1, 2682.9	Plaque 1 of 5
Savant Badge	History	7226.4, 37.0, -554.6	Plaque 2 of 5

## CROATOA

BADGE NAME	TYPE	COORDINATES	NOTES
Alumnus Badge	History	-1033.2, 35.9, 2136.0	Plaque 2 of 5
Alumnus Badge	History	-1305.6, 5.1, 2982.5	Plaque 3 of 5
Alumnus Badge	History	131.3, -27.0, -788.8	Plaque 4 of 5
Alumnus Badge	History	541.8, 4.0, -1095.3	Plaque 5 of 5
Ensorcelled Badge	Exploration	1017.5, 159.4, -1090.4	—
Grim Wanderer Badge	Exploration	761.9, 48.3, -2439.9	—
Spiritual Badge	Exploration	-2668.3, 10.6, 1102.0	—

## DARK ASTORIA

BADGE NAME	TYPE	COORDINATES	NOTES
Authority Badge	History	3421.1, 45.8, 3038.0	Plaque 2 of 5
Cairn Warder Badge	Exploration	1025.7, 51.6, 218.3	—
Dark Mystic Badge	Exploration	1679.9, 5.8, 2834.4	—
Researcher Badge	History	5888.1, 0.0, 1543.0	Plaque 3 of 6
Researcher Badge	History	5218.1, 0.0, 128.9	Plaque 4 of 6
Seeker of the Unknown Badge	Exploration	1867.3, -79.6, 1352.8	—
Historian	History	2501.9 87.1 488.4	Plaque 3 of 5



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## EDEN

BADGE NAME	TYPE	COORDINATES	NOTES
Crey Fish Badge	Exploration	-1796.0, 0.0, 4550.0	—
Savant Badge	History	-2816.6, -23.1, 2961.1	Plaque 4 of 5
Savant Badge	History	-1312.8, 0.3, 4486.1	Plaque 5 of 5
Unspoiled Badge	Exploration	2480.0, 34.0, 2350.0	—

## FAULTLINE

BADGE NAME	TYPE	COORDINATES	NOTES
Apex Badge	Exploration	278.0, 571, -2257.0	—
Disciple Badge	History	-75.3, -609.4, -10.8	Plaque 6 of 7
Disciple Badge	History	135.0, -863.7, 1012.9	Plaque 7 of 7
Faultless Mystic Badge	Exploration	-843.7, -406.8, -714.2	—
Just Said No to Superadine Badge	History	-903.0, 17.0, -1982.0	Plaque 5 of 5
Newsman Badge	Exploration	1125.4, -26.9, 1295.9	—
Undamned Badge	Exploration	75.5, -898.2, 1687.0	—
Scholar	History	-14.9 -576.2 354.9	Plaque 5 of 5

## FOUNDERS' FALLS

BADGE NAME	TYPE	COORDINATES	NOTES
Chaotician Badge	Exploration	828.0, -21.0, 2380.0	—
Foggy Badge	Exploration	969.0, 0.0, 2596.0	—
Savant Badge	History	4243.4, 4.0, 3690.1	Plaque 3 of 5
Scholastic Badge	History	1725.0, -16.0, 2399.9	Plaque 3 of 3

## GALAXY CITY

BADGE NAME	TYPE	COORDINATES	NOTES
Bird Watcher Badge	Exploration	-10099.5, 48.3, -2263.0	—
Blue Shield Badge	Exploration	-1169.3, 39.3, -2468.9	—
Brawler Badge	Exploration	-1184.1, 63.5, -934.8	—
Expert Badge	History	1159.1, 32.0, -714.0	Plaque 2 of 4
Expert Badge	History	412.5, 0.1, 889.5	Plaque 3 of 4
Intellectual Badge	History	-521.5, 0.8, -489.9	Plaque 2 of 6
Land Locked Badge	Exploration	-2035.6, -43.7, 100.9	—
Pupil Badge	History	-751.3, 0.3, -1546.3	Plaque 2 of 5
Student Badge	History	-1784.9, 0.0, 498.3	Plaque 3 of 5
Tank Badge	Exploration	-1180.3, 73.4, -586.4	—

## THE HIVE

BADGE NAME	TYPE	COORDINATES	NOTES
Heart of the Hamidon Badge	Exploration	-2.9, -337.7, -2182.1	—
Time Bandit Badge	Exploration	1740.06, 0.57, -3821.83, -0.1548	—





## THE HOLLOWES

BADGE NAME	TYPE	COORDINATES	NOTES
Backwoodsman Badge	Exploration	-2157.3, 42.0, 3339.8	—
Digger Badge	History	1353, 5, -3063	Plaque 2 of 5
Digger Badge	History	-2251, 0, -2363	Plaque 3 of 5
Digger Badge	History	1610, 0, -1945	Plaque 4 of 5
Digger Badge	History	875, 65, 3346	Plaque 5 of 5
Gangland Fury Badge	Exploration	-729.2, -11.6, -3515.8	—
Geologist Badge	Exploration	-747.7, -539.8, 1648.8	—
Parapsychologist Badge	Exploration	-700.1, 377.6, 886.7	—
Seeker of Monsters Badge	Exploration	23.4, -345.1, -1280.8	—

## INDEPENDENCE PORT

BADGE NAME	TYPE	COORDINATES	NOTES
Authority Badge	History	909.6, 101.4, -4173.4	Plaque 3 of 5
Authority Badge	History	-1035.0, 35.9, -2441.5	Plaque 4 of 5
Crey Havoc Badge	Exploration	-441.0, 1.8, -270.4	—
Researcher Badge	History	-1626.4, 4.8, 5252.7	Plaque 5 of 6
Valorous Badge	Exploration	-1626.4, 4.8, 5252.7	—
Vigorous	Exploration	-1607.22, 90.04, -1873.79	—
Historian	History	-1066.6, 3.2, 2322.3	Plaque 1 of 5

## KINGS ROW

BADGE NAME	TYPE	COORDINATES	NOTES
Intellectual Badge	History	627.9, -41.2, 969.1	Plaque 3 of 6
Intellectual Badge	History	-56.8, -42.0, -1082.5	Plaque 4 of 6
Intellectual Badge	History	-1365.2, -42.0, 687.9	Plaque 5 of 6
Keen Sighted Badge	Exploration	-2175.9, 97.3, 1143.1	—
Mystic King Badge	Exploration	-375.8, 70.8, 225.4	—
Pupil Badge	History	-169.8, -42.0, -1466.9	Plaque 3 of 5
Pupil Badge	History	-399.6, 0.8, 1757.9	Plaque 4 of 5
Smokey Badge	Exploration	3041.8, -41.7, 1357.9	—
Summoned Badge	Exploration	-940.9, -41.7, 2977.7	—
Upgraded Badge	Exploration	-496.1, 101.7, 767.8	—

## PEREGRINE ISLAND

BADGE NAME	TYPE	COORDINATES	NOTES
Academic Badge	History	-1904.9, 4.8, -7228.8	Plaque 2 of 3
Multidimensional	Exploration	—	Defeat all villains in this mission. Access through Portal Corp.
Portal Parter Badge	Exploration	3044.7, 0.7, 1288.4	—
Shrouded	Exploration	—	Defeat Nighstar in her dimension. Access through Portal Corp.



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## PEREZ PARK

BADGE NAME	TYPE	COORDINATES	NOTES
Avatar	Exploration	-1535.87, -32.81, 3175.94	—
Around the Bendis	Exploration	-871.85, -31.50, 3661.51	—
Doc Whedon	Exploration	-2079.87, 32.10, 2860.60	—
Justice Avenger	Exploration	-1025.73, 16.91, 3969.74	—
Territorial	Exploration	-2018.41, -56.27, 1586.18	—
Expert	History	-1348.9 -32.0 953.7	Plaque 4 of 4
Intellectual	History	220.9 0.0 1612.9	Plaque 6 of 6
Pupil	History	-1172.2 -32.0 2255.5	Plaque 5 of 5
Student	History	-2634.3 0.0 380.4	Plaque 4 of 5
Student	History	-1526.8 0.0 3963.9	Plaque 5 of 5

## RECLUSE'S VICTORY

BADGE NAME	TYPE	COORDINATES	NOTES
Globetrotter	Exploration	128.1 15.9 -242.8	—
Last Stand	Exploration	1078.6 0.1 -133.7	—
Ragnarok	Exploration	-848.4 -15.9 -353.3	—
Temporal Fighter	Exploration	1032.2 42.0 -1419.1	—

## RIKTI CRASH SITE

BADGE NAME	TYPE	COORDINATES	NOTES
Ace	Exploration	1358.6 300.8 -267.9	—
Academic	History	2004.6 123.6 -7042.4	Plaque 2 of 3

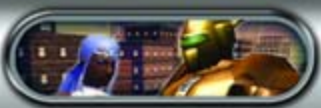
## SIREN'S CALL

BADGE NAME	TYPE	COORDINATES	NOTES
Broad Shoulders	Exploration	357.4 -63.9 -248.6	—
Hangman	Exploration	-1195.7 -167.2 1139.3	—
Piratical	Exploration	-869.2 -144.0 1637.8	—
Politician	Exploration	958.2 0.00 -658.1	—

## SKYWAY CITY

BADGE NAME	TYPE	COORDINATES	NOTES
Dauntless Badge	Exploration	-705.4, 0.3, -1076.5	—
Disciple— Badge	History	733.5, -121.3, -3746.7	Plaque 5 of 7
Healing Node Badge	Exploration	1578.0, -83.7, 677.4	—
Just Said No to Superadine Badge	History	509, 84, -5511	Plaque 4 of 5
Purifier Badge	Exploration	-1085.9, -15.7, -7612.7	—
Scholar	History	-1468.7 15.9 -2346.4	Plaque 2 of 5
Scholar	History	1395.6 -118.1 -1147.9	Plaque 3 of 5
Solace Badge	Exploration	2259.9, -83.7, -3365.2	—





## STEEL CANYON

BADGE NAME	TYPE	COORDINATES	NOTES
Bright Star Badge	Exploration	-2987.1, -35.7, 1819.5	—
Disciple Badge	History	-4023.2, -79.2, -271.8	Plaque 1 of 7
Hero Corp Recruit Badge	Exploration	-1764.1, 16.3, 1364.2	—
Just Said No to Superadine Badge	History	-1762, 0, -1277	Plaque 1 of 5
Just Said No to Superadine Badge	History	-2177, 0, 751	Plaque 2 of 5
Nimble Mynx Badge	Exploration	-2428.0, 48.3, -3406.8	—
Scholar	History	-4511.9 0.0 2061.0	Plaque 1 of 5
Secret Admirer Badge	Exploration	-3437.5, 0.3, 2536.2	—

## STRIGA ISLE

BADGE NAME	TYPE	COORDINATES	NOTES
Ghost Hunter 2 of 5 Badge	History	-3386, 84, 1001	—
Ghost Hunter 3 of 5 Badge	History	-2667, 0, -415	—
Ghost Hunter 4 of 5 Badge	History	-2553, -31, -2114	—
Ghost Hunter 5 of 5 Badge	History	-271, 96, -2517	—
Sea Dog Badge	Exploration	-470, 0, 1021	—
Super Spy Badge	Exploration	-6656, -15, -2458	—
Vulcanologist Badge	Exploration	-5347.2, 875.1, -794.3	—

## TALOS ISLAND

BADGE NAME	TYPE	COORDINATES	NOTES
Authority Badge	History	1777.6, 22.2, 7844.2	Plaque 1 of 5
Ghost Hunter Badge	History	1776 32 5176	Plaque 1 of 5
Historian	History	-1528.5 160.0 7556.2	Plaque 2 of 5
Minotaur Badge	Exploration	1695.5, 16.3, 7698.4	—
Nature Lover Badge	Exploration	2672.5, 124.3, 9117.3	—
Researcher Badge	History	-1147.8, 228.9, 5688.6	Plaque 1 of 6
Researcher Badge	History	-3680.3, 128.5, 1517.7	Plaque 2 of 6
Whitcap Badge	Exploration	-5613.4, 79.8, 1855.6	—

## TERRA VOLTA

BADGE NAME	TYPE	COORDINATES	NOTES
Authority Badge	History	351.3, 188.0, -3604.1	Plaque 5 of 5
Conjunction Junction Badge	Exploration	222.5, 0.0, -7102.0	—
Historian	History	2875.5 96.0 -3978.1	Plaque 4 of 5
Historian	History	-632.9 0.0 -6181.9	Plaque 5 of 5
Researcher	History	2093.1 0.0 -6048.8	Plaque 6 of 6
Meltdown Badge	Exploration	1118.6, 721.8, -3079.5	—
Nervous Dreck Badge	Exploration	4457.0, 0.4, -6123.2	—
Researcher Badge	History	2090.7, -0.0, -6054.5	Plaque 6 of 6

## WARBURG

BADGE NAME	TYPE	COORDINATES	NOTES
Triumphant	Exploration	222.9 272.8 31.9	—
Tunnel Rat	Exploration	-1248.7 8.3 146.5	—
Weapon Inspector	Exploration	-768.1 144.3 -0.7	—



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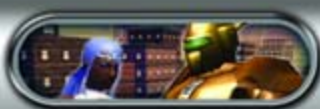
## SUPER GROUP BEACON BADGES

BADGE NAME	CRITERIA	NOTES
Boomtown Beacon	Supergroup visits all the Boomtown Tourism Badge locations in SG mode	—
Crey's Folly Beacon	Supergroup visits all the Crey's Folly Tourism Badge locations in SG mode	—
Dark Astoria Beacon	Supergroup visits all the Dark Astoria Tourism Badge locations in SG mode	—
Faultline Beacon	Supergroup visits all the Faultline Tourism Badge locations in SG mode	—
The Hollows Beacon	Supergroup visits all the Hollows Tourism Badge locations in SG mode	—
Shrouded	Spend 1 second in the Black Shroud Dimensional Map - Access through Portal Corp.	—
Perez Park Beacon	Supergroup visits all the Perez Park Tourism Badge locations in SG mode.	—
Striga Isle Beacon	Supergroup visits all the Striga Isle Tourism Badge locations in SG mode	—

## GLADIATOR

BADGE NAME	CRITERIA	REWARD	NOTES
5th Columnist	Earn the Celebrant and the Reveler badges	5th Column Krieger	—
7th Generation Paragon Protector	Earn the Infiltrator badge	7th Generation Paragon Protector	—
Abomination	Earn the Synapse Task Force badge	Abomination	—
Anathema	Earn the Finder badge	Anathema	—
Arch-Mage of Agony	Earn the Archmage badge	Arch-Mage of Agony	—
Avalanche Shaman	Earn the Banisher badge	Avalanche Shaman	—
Behemoth Overlord	Earn the Demon Slayer badge	Behemoth Overlord	—
Bladegrass	Defeat 300 Devouring Earth Plant Beasts	Bladegrass	—
Boulder	Earn the Liberator badge	Boulder	—
Button Man Gunner	Become level 20	Button Man Gunner	—
Caliban	Earn the Regenerator badge	Troll Caliban	—
Chief Swiper	Earn the Pwnz badge	Chief Swiper	—
Cog	Earn the Gearsmasher badge	Clockwork Clog	—
Crane Enforcer	Earn the Tracer badge	Crane Enforcer	—
Crey Power Tank	Defeat 100 Crey Tanks	Crey Power Tank	—
Ember Legacy of Flame	Defeat 200 Legacy Chain Steel Minion, Light Minion, or Flame Minions	Legacy of Flame minion	—
Fire Thorn Caster	Become level 30	FireThorn Caster	—
Fortunata Seer	Defeat 100 Arachnos Fortunatas	Fortunata Seer	—
Fungoid	Earn the Protectorate badge	Fungoid	—
Hercules Titan	Earn the Grand Lanista badge	Hercules Titan	—
Hordeling Lasher	Defeat 100 CoT Lashers, Hurlers, or Berserkers	Hordeling Lasher	—
Hydra Protean for Heroes	Earn the Charmer badge	Hydra Protean	—
Kaolin Legacy of Earth	Earn 25 badges	Legacy of Earth minion	—
Longbow Warden 1	Earn the Politician badge	Longbow Scrap Warden	—
Longbow Warden 2	Earn the Disruptor badge	Longbow Defense Warden	—
Meson	Earn the Dimensional Warder badge	Meson	—
Mob Specialist	Defeat 200 Prisoner Lieutenants and Bosses	Mob Specialist	—
Mu Guardian	Defeat 100 Mu	Mu Guardian	—
Nebula Elite Buckshot	Become level 10	Nebula Elite Buckshot	—
Nemesis Soldier	Earn the Corrupter badge	Nemesis Lancer	—
Omega Wolf	Earn the Silver Bullet badge	Omega Wolf	—





## GLADIATOR

BADGE NAME	CRITERIA	REWARD	NOTES
Outcast Slugger	Earn the Weatherman badge	Outcast Slugger	—
Pariah Anchorite	Earn the Intellectual badge	Pariah Anchorite	—
Penumbra Elite Adjutant	Earn the Super Spy badge	Penumbra Elite Adjutant	—
Raider Engineer	Defeat 100 Sky Raider generators	Raider Engineer	—
Research Assistant	Earn the Crey Havoc badge	Crey Research Assistant	—
Rikti Drone	Earn the Savant badge	Rikti Drone	—
Serpent Red Ink Man	Defeat 100 Red Ink Men	Tsoo Inkman Minion	—
Shivan Destroyer	Earn the Irradiated badge	Shivan Destroyer	—
Smasher Elite	Earn the Legionnaire badge	Smasher Elite	—
Steel Strongman	Earn the Illusionist badge	Steel Strongman	—
Swift Steel	Defeat 300 Tsoo Ancestor Spirits	Swift Steel	—
Tank Smasher	Earn the Tank Buster badge	Tank Smasher	—
Warhulk	Earn the Meteorologist badge	Nemesis Warhulk	—
Wraith	Earn the Haunted badge	Wraith	—
Zenith Warcry Mk I	Earn the Burkholder's Bane badge	Mk I Zenith Warcry	—

## TASK FORCES

### POSITRON'S TASK FORCE

The Clockwork, the Vahzilok, and the Circle of Thorns come together in a conflict that could tear the city apart.

Contact: Positron  
Location: Steel Canyon  
Levels: 10-15

### SYNAPSE'S TASK FORCE

Track down the big brain behind the Clockwork.

Contact: Synapse  
Location: Skyway City  
Levels: 15-20

### SISTER PSYCHE'S TASK FORCE

The Freakshow are about to get loud.

Contact: Sister Psyche  
Location: Independence Port  
Levels: 20-25

### CITADEL'S TASK FORCE

Help Citadel track down the new technology powering the Council's Mech Men.

Contact: Citadel  
Location: Independence Port  
Levels: 25-30

### MANTICORE'S TASK FORCE

Help Manticore get to the heart of the trouble at Crey.

Contact: Manticore  
Location: Brickstown  
Levels: 30-35

### NUMINA'S TASK FORCE

Numina senses a great disturbance that only you can put right.

Contact: Numina  
Location: Founders' Falls  
Levels: 35-38

### THE MECH MAN COMETH

Stop the danger lurking within Striga Isle's great volcano.

Contact: Ernesto Hess  
Location: Striga Isle  
Levels: 25-30

### A TANGLED PLOT

Team up with the Cabal to take on the deadly Red Caps.

Contact: Katie Hannon  
Location: Croatoa  
Levels: 30-34



INTRODUCTION

THE BASICS

ARCHETYPES

GROUP  
DYNAMICS

ZONES

VILLAINS

PUP

BASES

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## TRIALS

### PRISONERS OF EDEN

Four heroes are imprisoned deep within the Devouring Earth's overrun Eden.

Contact: Woodsman

Location: Eden

Levels: 39-41

### TERRA VOLTA

The reactor in Terra Volta is under attack! Stop it before the city becomes powerless.

Level 24-33 Contact: Jane Hallaway

Location: Independence Port

Level 34-43 Contact: James Harlan

Location: Founders' Falls

Level 44-50 Contact: Richard Flagg

Location: Rikti Crash Site

### DESCENT TO THE HYDRA

Deep within the sewer, a hideous danger lurks.

Contact: Maren MacGregor

Location: Founders' Falls

Levels: 35-40



## TITLES

### LEVEL 15

Awesome  
Bold  
Courageous  
Daring  
Extraordinary  
Famous  
Gallant  
Heroic  
Incomparable  
Legendary  
Magnificent  
Outstanding  
Powerful  
Remarkable  
Startling  
Terrific  
Ultimate  
Valiant  
Wonderful

### LEVEL 25

MAGIC  
Arcane  
Baffling  
Cosmological  
Dread  
Esoteric  
Frightening  
Ghostly  
Haunted  
Ineffable  
Lofty  
Mythic  
Occult  
Petrifying  
Radiant  
Supernatural  
Terrifying  
Unknowable  
Venerable  
Wise

MUTANT  
Audacious  
Bizarre  
Colossal  
Dazzling  
Eerie  
Freaky  
Grotesque  
Humongous  
Incomprehensible  
Liminal  
Marvelous  
Ominous  
Peculiar  
Resplendent  
Strange  
Tremendous  
Unnatural  
Victorious  
Weird

NATURAL  
Accomplished  
Brave  
Captivating  
Death Defying  
Estimable  
Fabulous  
Grim  
Horrrifying  
Insightful  
Lone  
Mysterious  
Obdurate  
Peerless  
Resolute  
Sublime  
Talented  
Unfathomable  
Virtuous  
Wary

SCIENCE  
Adept  
Bright  
Curious  
Deductive  
Exceptional  
Far-Seeing  
Glorious  
Honorable  
Indescribable  
Lucky  
Majestic  
Otherworldly  
Phenomenal  
Redoubtable  
Stupendous  
Thoughtful  
Unearthly  
Venturous  
Watchful

TECHNOLOGY  
Armored  
Brilliant  
Crafty  
Discerning  
Excellent  
Famed  
Galvanized  
Herculean  
Indestructible  
Learned  
Mechanical  
Outlandish  
Potent  
Resilient  
Splendid  
Titanic  
Unbreakable  
Valorous  
Wired